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(54) Title: METHOD AND APPARATUS FOR VISUAL COMMUNICATIONS IN A SCALABLE NETWORK ENVIRONMENT

(57) Abstract

A method and apparatus for providing a flexible and scalable videoconferencing system for use in connection with a network provides for scalably encoding an image sequence for transmission onto the network. The encoding enables the encoded image sequence to be decoded at any one of at least two spatial resolutions and any one of at least two frame rates. The decoder (12), depending upon the computing platform, its resources, speed, and efficiencies, can select to decode the received image at any of the available spatial resolutions and at any of the available frame rates. A lower spatial resolution and/or a lower frame rate require less computing resources. Multiple received image sequences can be decoded simultaneously, at, for example, a lowest resolution. The decoded images can be displayed for viewing on the computer monitor (18) at the desired spatial resolution level and frame rate.

METHOD AND APPARATUS FOR VISUAL COMMUNICATIONS
IN A SCALABLE NETWORK ENVIRONMENT

Background of the Invention

5   The invention relates generally to a method and
apparatus for effecting video or visual communications,
and more particularly, to a video compression method and
apparatus for effecting visual communications in an
environment requiring varying data transmission rates,
10   such as network-connected personal computers, in which a
minimum data throughput rate is not guaranteed.

          Video communications, also referred to as
videoconferencing, has developed substantially since the
introduction of the AT&T Picture Phone in the 60's. Most
15   importantly, the substantial reduction in video bandwidth
enabled by digital processing equipment manufactured by,
among others, PictureTel Corporation beginning in about
1985, has resulted in remarkable growth in room or group
conferencing systems. The so-called video codec
20   (coder/decoder), operating either under a proprietary
algorithm or under the ITU H.320 Standard, enables two or
more videoconferencing devices to communicate
satisfactorily over dedicated digital lines having
bandwidths of 128 kilobits or less.

25   These bandwidths can be typically provided by
telephone communications T1 service, switched 56 service,
or ISDN service. The digital communications environment
in which these systems operate, is well defined. Thus,
the communication environment must meet minimum criteria
30   regardless of whether a standards based system, or a
proprietary system is used. In either instance, there
are known communications parameters (for example,
available bandwidth and system capacity) with which one
is dealing and provide a guaranteed data throughput rate
35   with low bit error rates.

In other network environments, however, a minimum
guaranteed data throughput may not be guaranteed. For
example, in a circuit-switched telephone line,
uncontrolled environmental conditions, such as can be
5   found in wireless communications, such as cellular
telephone, can cause, in effect, a need to reduce the
data transmission rate over the line. In shared
networks, such as a packet-switched network, and in
particular, a metropoliton area network or a local area
10 network, a minimum data throughput is not guaranteed.
Even in networks with guaranteed data throughput such as
switched 56 and ISDN, there can be instances where the
video data rate can advantageously be reduced to enable,
for example, more effective application sharing.
15   Each of these situations thus create a situation
in which the communication channel has a data throughput
which is not a priori, well defined and/or constant. In
the description which follows, the application will focus
on the local area network typically used with personal
20 computers, however it will be understood that the
invention is equally adaptable and useful with any
network or channel in which the channel video data
throughput will not be a priori determined. Such
networks or channels are referred to herein as a
25 "scalable" network.
            In a typical local area network, personal
computing environment, these parameters are not
necessarily constant or known. Thus, not all personal
computers connected to the local area network need have
30 the same computing capability either in platform or
computing resources. For example, they may be 486/33,
486/66, or Pentium class machines. In addition, since
video communications over the personal computer are
typically displayed on the personal computer terminal,
35 the display size may vary and be in the order of 3-6

inches. Furthermore, when operating over a local area network, bandwidth considerations may be a significant issue. The dedicated telephone lines (with their known bandwidths) which are available to, for example,

5 conference room size systems, will not typically be comparable to a local area network. The bandwidth uncertainty in a local area network can be particularly aggravated should many video communication calls be made at the same time over the local area network. Thus, even

10 though these networks may be of substantial bandwidth, it is rare that they always have available, for a substantial time, substantial capacity, for example an additional megabit, which would enable, at today's standards, about eight calls to simultaneously take

15 place.

Thus, the PC environment is indeed a very different environment from that which the videoconferencing industry has typically addressed. Other videoconferencing environments, in which data

20 throughput, whether defined in terms of bandwidth or data rate, is not guaranteed include wireless and mobile communications where there is no guarantee of bandwidth or constant connection quality.

Having pointed out some of the difficulties

25 encountered in connection with visual communications in today's personal computing network environment, it is also important to note that there are factors which are both advantageous and not available in group videoconferencing where telephone line communications are

30 in effect. The first is a possibility of using a variable bit-rate encoding. This eases the requirements imposed on a videoconferencing system for precise control of the bit-rate. This is often a difficult design issue for a wide area network (WAN) based system. In such a

35 system, there is an absolute "maximum" bit-rate

- 4 -

available, a rate which cannot be exceeded. Another
positive consequence is that with some variation in
transmission bit-rate, when the network is not congested,
video quality can be kept nearly constant. The second
5   factor is that the display size in the personal
videoconferencing is small, and accordingly helps to hide
some coding artifacts that become annoyingly visible on a
large (thirty inch) screen.

        It is therefore an object of the invention to
10 provide visual communications in a scalable network
environment in which there is no guaranteed bandwidth or
connection quality, such as a packet-switched network in
today's personal computing environment which is flexible
in utilizing network bandwidth and terminal capability.
15 Other objects of the invention are videoconferencing in a
scalable network environment in which there is no
guaranteed bandwidth or connection quality, such as a
packet-switched network, personal computing environment,
while providing transmission error resilience,
20 adaptability to the resources which are available, and
graceful degradation when those resources are restricted.

Summary of the Invention

        The invention relates to a method and apparatus
for providing improved video conferencing between at
25 least two terminals connected over a scalable network in
which there is no guaranteed bandwidth or connection
quality, such as a packet-switched network, for example a
metropolitan area network or a local area network. The
method of the invention features encoding, at one
30 terminal, an image sequence for transmission onto the
network whereby the image sequence can be decoded at any
of the other terminals on the network at at least two
different spatial resolutions and at least two different
frames rates. The method further features decoding the

encoded image at at least one other terminal at a
selected spatial resolution and frame rate and displaying
the decoded image sequence at the selected resolution and
frame rate.

5   The method also features encoding a difference
image representing the difference between the current
frame to be encoded and a reference frame, and generating
the reference frame using at least one temporally earlier
frame selected from, among other standards, a previously
10 reconstructed frame which occurs no more than a
predetermined fixed number of frames earlier than the
current frame.

      In various aspects, the invention further features
decoding the encoded image sequence at different frame
15 rates at different terminals, decoding a received image
sequence at a frame rate different than the encoding
frame rate at the same terminal, decoding the encoded
image sequence at different spatial resolutions at
different terminals on the network, and decoding the
20 encoded sequence at a spatial resolution different than
the encoding spatial resolution at the decoding terminal.

      In another aspect of the invention, the method
features encoding a difference image representing the
difference between the current frame and an upsampled
25 representation of a spatially lower resolution
reconstructed frame, and generating an encoded data
stream separably decodable at at least a lower and a
higher spatial resolution, the lower resolution being
decodable without decoding any portion of the datastream
30 corresponding to the higher resolution encoding.

      The method also features dividing the image into a
plurality of blocks and for each block selecting from a
plurality of reference blocks a temporal prediction of
the block. Preferably, one of the reference blocks can

- 6 -

be generated by a non-overlapping motion compensation method.

In another aspect, the method of the invention features encoding, at at least two terminals, respective
5   image sequences for transmission onto a scalable network in which there is no guaranteed bandwidth or connection quality, such as a packet-switched network for decoding at any of the other terminals on the network at any of at least two spatial resolutions and at least two frame
10   rates. The method further features decoding, at at least one terminal, the encoded sequences from at least two other terminals at a selected frame rate and spatial resolution, and simultaneously displaying at the decoding terminal the image sequences from at least two other
15   terminals at their selected spatial resolutions and frame rates.

In yet another aspect, the method of the invention features encoding, at one terminal, an image sequence into a bitstream for transmission onto a network and
20   wherein the bitstream can be decoded at either of at least two spatial resolutions, or at either of at least two different frame rates. The method then features decoding the image sequence at the selected spatial resolution or frame rate, as the case may be, and
25   displaying the decoded image for viewing.

In other aspects of the invention, the method features bit rate control mechanisms for providing both an average bit rate as well as a maximum network packet size.
30   The method of the invention also features a spatial scalability and a temporal scalability wherein partial codecs operating at different spatial resolution layers generate temporally variable, at the encoders option, bitstreams. The partial codecs are
35   interdependent upon one another in the sense that a

- 7 -

higher resolution codec is typically dependent upon a
lower resolution partial codec. By proper control of the
codecs, both spatial and temporal dependencies can be
advantageously employed to enable flexible scalability of
5 the video encoding/decoding process.   The apparatus
of the invention relates to providing a video conference
between at least two terminals connected over a network,
such as, for example, a metropolitan area network or a
local area network, and features an encoder at one
10 terminal for encoding an image sequence for transmission
onto the network wherein the sequence can be decoded at
either of at least two spatial resolutions and/or either
of at least two frame rates. The apparatus further
features a decoder for decoding the encoded image
15 sequence at at least one other terminal at a selected
spatial resolution and frame rate depending upon the
computing capabilities of the terminal and a display for
receiving the decoded image sequence and displaying it
for viewing at the selected resolution and frame rate.
20 The apparatus further features circuitry for
accomplishing the various method steps described herein
before.

Brief Description of the Drawings

        Other objects, features, and advantages of a
25 preferred embodiment of the invention will be apparent
from the following description taken together with the
drawings, in which:

        Fig. 1 is a functional block diagram of the PC
terminal videoconferencing system in accordance with the
30 invention;

        Fig. 2 is a diagrammatic representation of each
partial codec layer in accordance with a preferred
embodiment of the invention;

- 8 -

Fig. 2A is a diagrammatic representation of the data flow dependencies in a multilayer spatially dependent encoder in accordance with the invention;

Fig. 3 is a more detailed block diagram of a
5 single layer encoder in accordance with the invention;

Fig. 4 illustrates the video data dependency relationship between layers and frames;

Fig. 5 illustrates a second video data dependency relationship between layers and frames;

10 Fig. 6 represents yet another video data dependency relationship between layers and frames;

Fig. 7 is a block diagram of a layer 1 hybrid coder structure in accordance with the invention;

Fig. 8 is a diagrammatic representation of the
15 construction of the C component according to a particular embodiment of the invention;

Fig. 9 is a diagrammatic representation of the macroblock structure of the Y and C components in accordance with the invention;

20 Fig. 10 is a diagrammatic explanation of the operation of the non-overlapping motion compensation method in accordance with the invention;

Fig. 11 is a diagrammatic representation illustrating microblocks in DC array generation;

25 Fig. 12 is a block diagram of a layer 2 hybrid coder structure in accordance with the invention;

Fig. 13 is a diagrammatic representation of the parent-child relationship between layer 1 macroblocks and layer 2 GMP's;

30 Fig. 14 is an illustration of the removal of isolated, non-zero blocks;

Fig. 15 is a diagrammatic representation of the encoding of the layer 2 vector quantization bit array;

Fig. 16 illustrates the effects of various
35 parameter settings for refreshing image frames in the sequence;

Fig. 17 is a diagrammatic representation of the computational flow for partial sums used in a level 1 motion search;

Fig. 18 is a table illustrating the results of the

5 operations of Fig. 17; and

Fig. 19 is a block diagram illustrating the decoder portion of a codec in accordance with the invention.

Description of a Particularly Preferred Embodiment

10 The invention being described hereinafter can be implemented in either hardware, software, or a combination of the two. In the description provided, it will be apparent to those practiced in the computer arts that various combinations of hardware or software might

15 be useful. In a preferred embodiment of the invention, all of the functions are performed in software in accordance with the description as follows.

General Operation

A typical personal computer videoconferencing

20 system 10, functionally illustrated in Figure 1, has a video codec 12, which compresses video digital information provided by a video input/output system 14. The video input/output system 14 receives video from a camera 16 and displays video on a display 18. The video

25 codec communicates with a network transport system 20 over a line 21 and which also provides video information from the network to the codec over a line 22. The transport system 20 also receives audio data from an audio system 26 over a line 28, and provides audio data

30 to the audio system over a line 30. The audio system receives analog audio signals from a microphone 32 and provides analog audio output to a speaker 34.

In accordance with the preferred embodiment of the invention, the video codec and an audio processing system

35 are implemented in software and operate using the

personal computer's CPU, bus, memory and network
interface. Commercially available audio and video
capture cards provide an interface to the microphone,
speaker, camera and display.

5   The video codec, in the illustrated embodiment,
uses a hierarchical or layered structure in the spatial
domain. That is, it performs video encoding at several
spatial layers or resolutions which, in the illustrated
embodiment, are dependent upon each other. In the
10   illustrated embodiment, there are three layers although
the number of layers can be easily extended or reduced.
The "partial" codec, at each layer, can be considered a
functional box having five input/output connections, as
illustrated in Figure 2. Thus, at each layer, the codec
15   20 can be viewed as a partial codec 38 having an input
video stream at that spatial layer (resolution) over a
line 40, and a compressed video stream from the next
lower layer (at its lower resolution), if any, over a
line 42. The partial codec at layer n then provides a
20   compressed video output over a line 44, a coded bitstream
representing that layer's image over a line 46, and an
input video stream to the lower layer, if any, over a
line 48.

          The input and output video signals, and the
25   compressed video signals, are all in YUV format. Y
corresponds to the luminous component, and the U and V
correspond to the chrominance components. In the
illustrated three layer embodiment, the spatial
resolutions, in pixels (picture elements), are as
30   follows:

- 11 -

	Y	U	V
Layer 3	320 x 240	160 x 120	160 x 120
Layer 2	160 x 120	40 x 30	40 x 30
Layer 1	80 x 60	20 x 15	20 x 15

Referring to Figure 2A, the video codec 12, having
5   three layers and hence three partial codecs 38, operates
in a recursive fashion. The layer three partial codec
takes one frame of raw video from the camera and
downsamples it to the resolution of layer 2 and then
sends it to the layer 2 partial codec. The layer 3
10 coding process begins as soon as the layer 2 partial
codec returns to the layer 3 partial codec the layer 2
compressed video. This is required since the layer 3
partial codec operates using both the layer 3 input
picture (at its higher resolution) and the layer 2
15 compressed image. The layer 2 partial codec repeats the
same procedure with respect to the layer 1 partial codec.
The layer 1 partial codec, since it does not have to wait
for a lower layer to provide a compressed video image,
proceeds to process the video from layer 2 upon receipt
20 of the video frame from layer 2 and to compress the
received downsampled input picture.

Referring still to Figure 2A, the three partial
codec layers are stacked together to form a complete
codec. The video data flow is also illustrated. As
25 illustrated, there is only higher layer to lower layer
dependency, while the dependency does not work in the
opposite direction except for the receipt of the input
video. Thus, from the nature of the data flow and the
spatial recursive nature of the codec, the system can
30 operate in certain "partial" configurations. For
example, a codec can operate with only layers 1 and 2, or

with layer 1 alone, as long as the input video is
properly sampled. Thus, there are three operational
modes for the system of Figure 3:

    Mode 1:   layer 1
5   Mode 2:   layer 1 and layer 2
    Mode 3:   layer 1, layer 2, and layer 3

    As will become apparent hereafter, when the
encoder is operating in mode 2 or mode 3, its decoder, or
a decoder operating upon the output of that particular
10 encoder at a remote site, can decode the bitstream in
different ways. Thus, the lower layer's information is
embedded in the bitstream in both modes 2 and 3, and a
decoder, should it be necessary, need only extract and
decode that part of the bitstream up to the layer which
15 it desires to display. For example, if an encoder is
running in mode 3, a decoder receiving that encoder's
bitstream, can choose to decode and display only the
information needed for a level 1 display, a level 2
display (in which case layer 1 is also decoded but will
20 not be separately displayed since the layer 1 information
is used only in combination with, and for decoding, layer
2), or layer 3 (in which case both layers 1 and 2 are
decoded, but not displayed for the reason noted above).
Since the coding and decoding at a lower layer needs less
25 computing power than coding and decoding at a higher
layer, this feature allows computer terminals with
different computing capability, or computer power
(resource) availability, to communicate with each other.
In particular, in a point to point video conference, the
30 operating mode will be decided by the lower capability of
the two video computer terminals. However, for a
multipoint call (multicast on the local area network),
with terminals having mixed capabilities, each encoder
can encode at the mode corresponding to its best
35 capability without concern whether other terminals will

be able to receive at that level. Rather, each decoder
will then decode to its best capability. This means that
the encoder and decoder, even within one computer
terminal, do not have to operate at the same level. This

5 flexibility allows one terminal to send, for example, a
mode 3 bitstream while using the remaining computing
power available to it to decode several incoming
bitstreams only at level one, and to display them all on
the monitor; so that in this multipoint communication,

10 each party can see all of the other parties involved in
the conference call.

What has been described so far relates to a
spatial scalability, that is, the ability of the
encoder/decoder to individually and selectively, on both

15 the encoding and decoding steps, choose the level of
resolution which the codec will use. As noted above,
this is typically based on the resources of the computer
terminal. In addition, the codec has still further
flexibility in that it has a temporal scalability as

20 well. This means that the decoder need not decode every
frame in the bitstream for the purpose of tracking the
encoder, if the encoder is also operating in a temporally
scalable mode. To understand this capability, referring
to Figure 3, the further details of the codec structure

25 must be understood.

Referring to Figure 3, the structure of each
partial or single layer codec is substantially the same.
Each codec layer has a downsampling filter 80 which
converts the spatial resolution for the digital video

30 input from layer (n) to the digital video resolution
required for layer (n-1). The partial codec further has
an upsampling filter 82 to interpolate the digital video
reconstructed output frames from layer (n-1) and to
generate from it a digital video at the layer (n)

35 resolution. Both of these functions are omitted in the

- 14 -

layer one partial codec which is already at the lowest
layer. One other difference is that the chrominance
processing in these blocks is slightly different, in the
illustrated embodiment, between layers 2 and 3. This is
5   evident from the table above, which shows that layer
three has a 4:1:1 format YUV but that layers 1 and 2 each
have a 16:1:1 YUV format. Therefore, the filters 80 and
82 in the layer 3 partial codec have to perform a
conversion between the 4:1:1 and 16:1:1 format at levels
10   2 and 3 respectively.

         When switch 84 is in the through or "on"
connection mode, as illustrated in Figure 3, the
upsampled lower layer frame is subtracted from the
current layer's video input, using a subtractor 88,
15   resulting in a high-pass differential picture with detail
information, such as edges, on lines 90. This picture is
then coded by a hybrid coder 92 (described in further
detail below). This coder has a structure similar to
that used in various well known coding algorithms such as
20   the CCITT standard H.261. It has a temporal predictor
that uses past information (previously coded frames
generated by the coder and stored in a memory 94) to form
an estimate of the current input frame by means of motion
estimation and compensation. The resulting prediction
25   residual error is then quantized in an intraframe
fashion. The information needed to reconstruct the
compressed high-pass frame, the frame represented on line
90, is contained in a bitstream over lines 96 and the
resulting compressed high-pass image is added to the
30   upsampled lower level compressed image in an adder 98 to
form a complete (reconstructed) compressed image at the
current level over a line 100. Thus, it should be clear
that the total output of the codec comprises the
bitstream over line 96 from each of the three layers, the
35   lower resolution layer 1 information, and the high-pass

information to upgrade the lower level resolution image which is provided respectively by layers 2 and 3. This method can be called progressive transmission.

Still referring to Figure 3, a frame memory 102
5 stores the up-sampled lower layer compressed frame if switch 86 is turned on (as illustrated in Fig. 3). However, this interlayer dependency (which of course does not exist at layer 1) can have a temporal delay should switches 84 and 86 be turned off for specific frames (for
10 example, every other frame). When switches 84 and 86 are turned off, the most recently stored lower layer frame in a memory 102 is used again, as the previous lower level resolution frame information. Correct use of switches 84 and 86 thus will allow different layers to encode (and at
15 the receiver decode) at different frame rates, and thereby provides some temporal scalability. If switch 84 is turned to an unconnected node 84a, then no lower layer frame will be subtracted from the input video over a line 104; and in this case, the interlayer dependency is
20 broken and all information needed to reconstruct a current layer frame, is contained in the frame's own bitstream. This added flexibility can be useful for combatting transmission error, for example, packet loss on a local area network.

25 As noted above, frame memory 94 is used to hold the reconstructed compressed high-pass image at the current level. (The uncoded image appeared on line 90.) When a switch 106 is opened, a newly compressed high-pass image will not be stored in memory 94. This means that
30 the earlier compressed high-pass image that is already in the memory will be used for coding the next frame. The frames which are put into memory 94, or memory 102, are called "sticky frames". Consistent with the "sticky" frame concept, it will be apparent to those familiar with
35 the H.261 standard that every frame is a sticky frame.

- 16 -

It should also be clear that any method which does not
make every frame a sticky frame will lose some coding
efficiency; however, the trade-off is that we are adding
flexibility to the system by using the temporal
5 scalability concept. This concept thus allows a slow
decoder to save computing cycles by decoding only sticky
frames, and it is important to note that the decoder must
decode all sticky frames or risk losing continuity of the
video signal. In the illustrated embodiment, each sticky
10 frame is flagged, and in fact the sticky frames at
different layers are completely independent so that they
need not all be "sticky" at the same time.

      When combined, the spatial and temporal
scalability provides substantial flexibility to the video
15 communications system which enables the system to adapt
to different network and terminal conditions. Several
different examples are illustrated in Figures 4, 5 and 6.

      Referring to Figure 4, there is illustrated,
diagrammatically, the operation of a video codec which is
20 transmitting 30 frames per second at each layer. The
horizontal axis represents time while the vertical axis
represents the operation over time at a particular layer.
Each dot represents an image frame and the arrows show
the dependency of an encoded frame upon either a prior
25 encoded frame at that layer, or an encoded frame at a
previous layer or both. (The video data flows from the
tail of the arrow to its head.)

      In the illustrated embodiment, the vertical
arrows, representing interlayer dependency, are all
30 pointing from a lower layer to a next higher one at the
same frame time, indicating that lower level information
for that frame is used in encoding the higher level
information, and correspondingly, that the lower level
information for the frame is needed for decoding the

higher level. This corresponds to switches 84 and 86
being closed or on. In layer 1, frames 1, 5, 9, 13, ...
are the so-called sticky frames, frames which are used in
encoding other frames for that level. Thus, in layer 1,

5 frames 2, 3, 4, and 5 are all predicted by frame 1; and
frames 6, 7, 8, and 9 are predicted by frame 5, which
replaces frame 1 as the sticky frame.

For layer 2, every other frame is a sticky frame
so that frames 1, 3, 5, ... are the sticky frames.

10 Accordingly, each sticky frame, at layer 2, is used only
to predict two subsequent frames; that is, frames 2 and 3
depend on frame 1, claims 4 and 5 depend on claim 3, and
so on. Every frame in layer 3 is a sticky frame, and
accordingly, every frame depends upon the frame

15 immediately prior to it.

If the decoder is only decoding the layer 1
bitstream, it can choose to decode only the sticky
frames, frames 1, 5, 9 and 13 ... for a 7.5 frame/second
sequence. Alternatively, and with additional computing

20 capacity, it can decode additional frames, for example,
all odd numbered frames for a 15 frame/second sequence,
or all frames for a 30 frame/second image sequence. In a
similar manner, the decoder operating at layer 2 can
choose between 15 and 30 frames/second for its decoded

25 image. At layer 3, there is no choice but to provide 30
frames/second.

Referring now to Figure 5, all even frames, at all
layers, can be discarded while all odd frames, at all
levels, are, as shown, sticky frames. In other words,

30 the even numbered frames do not have to be decoded by the
partial video codec at any layer and accordingly, the
decoder can operate at 15 frames/second, at any layer, or
at 30 frames/second, at any layer. The choice either
will depend upon the settings of the codec or can

automatically be selected depending upon the load on the CPU.

Referring now to Figure 6, the encoder at each layer is operating at a different frame rate. At layer
5 1, the decoder is operating at 7.5 frames/second; at layer 2, the encoder is operating at 15 frames/second, and at layer 3, the encoder is operating at 30 frames/second. In addition to the vertical (spatial) and horizontal (temporal) dependencies noted above in
10 connection with Figures 4 and 5, there is additionally a diagonal flow illustrated by the data flow lines 120, 122 and 124, which indicate a simultaneous spatial and temporal dependency. Having described the operation of the codec generally, the hybrid decoder 92 is described
15 in more detail to illustrate its operation and flexibility.

Hybrid Encoder-Layer 1

Referring now to the hybrid encoder used at the lowest layer, layer 1, and referring to Figure 7, the
20 layer 1 video input over a line 130 from a layer 2 downsampling filter is in a 16:1:1 YUV format. Each pixel, for each component, is represented by seven bits. Before the three video components are coded, the two chrominance components (U and V) are first combined into
25 a single "C" component. This is effected by flipping the V component vertically, in a V flipping circuitry 132, and appending it to the bottom of the U component as illustrated in Figure 8. That is, the U component is represented by an array, at layer 1, having 15 rows and
30 20 columns. The V component is also represented by such an array. When the two are combined, as illustrated in Figure 8, the rows of the V component are reversed, so the bottommost row of the U component is adjacent to the bottommost row of the V component, and the bottom row of
35 the C component is the first or top row of the V

component. Thus, the output of the V component flipping circuity 132, over a line 134, is the input frame stored in two arrays: an 80x60 Y component array and a 20x30 C component array. The compression is performed separately
5 and independently on each of the two arrays. Since there is no fundamental difference in the process, in the following discussion, only the Y component will be considered.

The temporal prediction of the Y component is
10 performed in a temporal predictor 145 on a so-called macroblock basis using the frame memory 94. The frame memory is set to 0 prior to coding the first frame of a sequence. Each macroblock contains a 10x10 group of pixels. The pixel is defined at the resolution of the
15 particular layer and therefore, the Y component at layer 1 has 48 macroblocks (eight columns by six rows corresponding to an 80x60 pixel array) and the C component has 6 macroblocks (two columns by three rows corresponding to a 20x30 pixel array) as illustrated in
20 Figure 9. A prediction of a macroblock is then another macroblock which matches the input macroblock in some optimum way. In the illustrated embodiment, there are four temporal prediction modes which can be used for the prediction of a macroblock. They are:
25　　　　1.　　Mode 0 - Intra-frame: In this mode, the prediction block contains pixels all of which have a 0 value.
　　　　　　2.　　Mode 1 - Inter-frame: In this mode, the macroblock used as a prediction or reference
30　　　　　　block is the macroblock at the same spatial location stored in frame memory 94.
　　　　　　3.　　Mode 2 - non-overlapping motion compensation: In this mode, the prediction block is formed by shifting the corresponding macroblock
35　　　　　　stored in frame memory 94. For those pixels

in the prediction block that would have come
from outside of the shifted block if they
were available, (that is, from macroblocks
adjacent to the shifted prediction
5   macroblock), the prediction block uses the
pixels in the same locations in the unshifted
prediction block.   This is illustrated in
Figure 10, as described below.

    4.   Mode 3 - overlapping motion compensation: In
10   this mode, the prediction block is formed by
shifting a 10 by 10 block (which may straddle
several macroblocks) from the frame memory
94.   In the case that the pixels outside the
frame boundary are needed, (because there are
15   no pixels available outside the frame
boundary for those edge macroblocks being
coded), the same procedure used in mode 2 is
applied.

    Referring to Figure 10, the prior macroblock
20 contained in frame memory 94 is described by the block
labelled ABCD in Figure 10. The current macroblock to be
encoded is described as a square labelled EFGH in Figure
10 and the resulting prediction macroblock is denoted by
the letters JKLMNO in Figure 10. The prior block ABCD is
25 shifted relative to its original location until an
optimum shift location is determined. At this location,
there is a best match between a portion of the prior
block and a portion of the current macroblock, that
portion being labelled PEQC. That portion, PEQC, of
30 prior block ABCD, is then written in the prediction
block, as illustrated in Figure 10, at the location of
the match (relative to current macroblock EFGH), and as
labelled OJKR. The remainder of the prediction block, in
accordance with the invention, which corresponds to the

non-matching portion of the current macroblock to be
encoded (non-matching because the pixels lie outside of
the boundary of the shifted prior macroblock) is replaced
with the pixels of the prior macroblock with that
5   macroblock being unshifted. This corresponds, in this
illustrated embodiment, to the L-shaped portion labelled
DSTUBC. This L - shaped portion is then moved and
completes the prediction block as the section labelled
ORKLMN.

10   For each frame, the prediction modes that can be
used for all macroblocks are specified in a bitstream
header. In the illustrated embodiment, there are four
possible combinations of allowed prediction modes. They
are:

15   1.   Combination 0: this combination includes
mode 0 only. This means that the prediction
mode for each macroblock does not need to be
specified one by one and that the whole frame
is coded without using any prior information.

20   2.   Combination 1: In this combination, both
modes 0 and 1 are allowed and one bit of
information regarding each macroblock must be
sent in the bitstream header.

3.   Combination 2: In this combination, modes 0,
25   1, and 2 are allowed. This combination will
likely be used most often and achieves
excellent prediction efficiency without
causing any transmission error propagation
between adjacent blocks, since in the motion
30   compensated mode 2, the compensation is non-
overlapping.

4.   Combination 3: In this combination, modes 0,
1, and 3 are allowed. This mode has less
resilience with regard to transmission error

- 22 -

propagation, but mode 3 provides better coding efficiency than mode 2.

While there can be many different approaches to determine which is the best prediction mode for each
5   macroblock when more than one prediction mode is allowed, in the illustrated embodiment, a mean-square-error criterion is employed. In connection with mode 2, the method described in connection with Figures 17 and 18 below is particularly advantageous since an element of
10 the array resulting from the Figures 17 and 18 method will contain the sum of the mean-square-errors for the many elements of, for example, an L-shaped section of image differences.

After the entire prediction frame is generated,
15 macroblock by macroblock, it is subtracted from the input frame at a subtractor 146 and the resulting residue image, the error image, is encoded. The residue image is first scaled before a quantization encoding procedure is performed. The scaling factor is determined at 148 by
20 measuring the residue energy. After a common scaling factor for all macroblocks is determined, every residue pixel, except those in the macroblocks with prediction mode 0, is divided by the scaling factor. For mode 0 macroblocks, the scaling factor is reduced by half, to a
25 minimum value of "one", to reduce the coding artifacts when mode 0 is used to refresh the image, for error resilience purposes. The scaling process controls the overall video quality of the image. There is thus a trade-off between video quality and bit rate. The system
30 can be operated in either a constant average bit rate mode or a variable bit rate mode, depending on network conditions. So long as the network is not congested, the variable bit-rate mode offers better video quality in our experience.

- 23 -

The quantization is performed first at a DC level
and then at an AC level on a macroblock by macroblock
basis. Each macroblock of the residual, and now scaled,
error frame is first divided into twenty-five 2 by 2
5   microblocks as illustrated in Figure 11, wherein the left
hand larger figure shows a 5 by 5 array of microblocks
representing a 10 pixel by 10 pixel array macroblock 150.
The mean or average (DC) value of each microblock is then
determined. The 25 DC values then form a 5 by 5 array as
10 illustrated at 160.

In the illustrated embodiment, two quantization
methods can be used to quantize the DC values. One is
pulse code modulation (PCM) and the other is differential
pulse code modulation (DPCM), both of which are well
15 known in the art. The purpose of using one of these two
quantization modes is to obtain a higher compression
gain. The PCM mode works better when the values are not
highly correlated, while the DPCM method is more
efficient during the buildup of a picture when the
20 signals have a higher correlation. In both modes, the
quantized information is a variable length coded (VLC).
There is one bit for each macroblock to indicate whether
DC information is present; and if it is present, there is
a second bit which indicates which quantization method
25 has been used.

When the DC quantization is completed in block
162, the quantized DC values are then up-sampled back to
a 10 by 10 macroblock using a separable four tap FIR
filter whose coefficients are: 0.25, 0.75, 0.75, 0.25.
30 The up-sampled DC macroblock is then subtracted, using a
subtractor 164, from the original residue error
macroblock, on a macroblock by macroblock basis,
resulting in an AC error macroblock signal over a line
166. The AC quantization is performed also on a
35 microblock by microblock basis in AC quantizer 168. Each

- 24 -

(two pixel by two pixel) microblock is quantized with a
vector quantizer (VQ). In the illustrated embodiment,
the vector quantizer is tree structured with 256 code
vectors. The tree has a branching factor of four,
5   meaning that four levels of search are needed to traverse
the tree.

Like the DC quantization, there is provided in the
bitstream one bit per macroblock to indicate if any AC
information is present. When there is AC information
10 present, 25 more bits will be sent, one for each
microblock, where in the illustrated embodiment, a "one"
means that the AC value is non-zero and the AC code
vector index information will follow, while a zero
indicates that the AC value is zero. The vector
15 quantization code vector indices can be transmitted in
one of two ways - either by variable length coding (VLC)
or by fixed length coding (FLC). In this embodiment, the
decision of whether to use VLC or FLC is made once for an
entire frame and can be identified in the bitstream
20 header. Each method of transmission has advantages and
disadvantages. For example, the variable length code is
good for a high compression ratio while the fixed length
code is good for low coding/decoding complexity and error
resilience. The choice of the two coding methods adds
25 flexibility to the codec.

In order to avoid splitting of packets due to a
network imposed maximum packet size, (the Ethernet, for
example, has a maximum packet size of 1500 bytes), the
system must control the maximum number of bits for every
30 coded frame to be below, for example, 1400 bytes, so that
all bits, including overhead bits, can be packed into one
packet. Although the scaling process can achieve average
bit rate control, it does not provide a guarantee that
the number of bits for every frame will be below the 1400
35 byte limit (for the Ethernet, for this illustrated

embodiment). Therefore, additional steps, which in the
illustrated embodiment remove some of the AC information,
are added to reduce the total number of bits where
necessary. These steps are described in more detail

5 below.

A bitstream generation element and mixer,
multiplexor 179, combines the bit information from the
temporal predictor, the scaler, and the DC quantization
and AC quantization elements to generate the bitstream

10 output from the layer 1 hybrid coder structure over a
line 96a. The bitstream over line 96a will be organized
by the system into one network packet, and then will be
sent over the network.

Referring to Figure 7, the reconstructed frame

15 output from the AC quantizer over a line 180 is added to
the reconstructed frame from the DC quantizer over a line
182 and the sum from a summer 184 is inversely scaled by
an inverse scaler 186 to provide, in combination with the
temporal prediction over a line 188, a reconstructed

20 frame over a line 190. If switch 192 is in the "on" or
through position, as illustrated in Figure 7, the
reconstructed frame is stored in the frame memory 94.
When stored, it becomes a sticky frame as described and
discussed above. If the new frame is not stored in frame

25 memory 94, then that memory contains an earlier frame
which is the sticky frame to be used in coding the next
video frame (and the current frame output by the hybrid
coder is lost to the encoder).

The C component is encoded in the same manner as

30 the Y component. Its compressed bits are appended after
the Y component bits in the bitstream, and are not
intermixed with each other as in the H.261 standard.
Thereby, a decoder can choose whether or not to decode
the chrominance information. This further flexibility

35 can be based upon whether a black and white picture is

good enough for the current purpose. This also provides
yet further flexibility to the system and can save both
coding time and computing resources in the PC video
terminal. In addition, by avoiding the additional

5   decoding step, the delay in making the image available on
the terminal is also reduced.

Hybrid Encoder - Layers 2 and 3

        Referring to Figure 12, the layer 2 coder has a
structure very similar to that of the layer 1 coder,

10 except that the residual error quantization performed
both in DC and AC modes in the layer 1 hybrid encoder
structure is, in the layer 2 hybrid encoder structure,
simply an AC quantization, represented in the layer 2
structure by a residue quantizer 198. Each pixel, for

15 each component, is again represented by seven bits. In
connection with the layer 2 hybrid coder structure 200, a
new concept, designated a group of macroblocks (GMP) is
introduced. A group of macroblocks is a 20 by 20 block
of pixels (at the layer 2 resolution). The layer 2 frame

20 can thus be divided into GMPs in the same way that a
layer 1 frame is divided into macroblocks, since the
block size and the frame size scale proportionally. This
also means that there is a one to one physical
correspondence between every GMP in layer 2 and every

25 macroblock in layer 1; that is, the physical boundary of
the GMP is identical to the physical boundary of a
corresponding macroblock at the lower layer even though
the number of pixels in each, which are to be encoded, is
different. A GMP can thus be divided into four layer 2

30 (10 pixel by 10 pixel) macroblocks. These can be
referred to as children of that macroblock in layer 1
which corresponds to the layer 2 GMP.

        Referring to Figure 13, the relationships between
a layer 1 frame 202 and a layer 2 frame 204 (both having

35 the same physical size and boundary) and a macroblock 206

of the layer 1 frame and a corresponding GMP 208 of the
layer 2 frame are illustrated. As with the layer 1
frame, the discussion of the layer 2 hybrid codec
structure will focus on the Y component of the layer 2
5 frame. The C component of the layer 2 frame is processed
in the same manner.

The temporal prediction in the layer 2 partial
codec is performed on a macroblock by macroblock basis in
the temporal predictor. Some prediction mode information
10 from the lower layer, layer 1, is used to help reduce
both the computational load and the number of bits needed
to specify the layer 2 prediction mode. Further, since
the layer 2 encoding cannot begin until the layer 1
encoding is complete for the frame, and the layer 2
15 decoder needs to decode the layer one video, there is no
violation of causality here.

The four macroblocks within one GMP are treated
together because they share the same macroblock parent in
layer 1; and therefore share the same layer 1 prediction
20 mode information. As in connection with layer 1, there
are four possible temporal prediction modes for each
macroblock. They are:

         1.   Mode 0 - Intraframe: In this mode the
               prediction macroblock contains all zeros.
25   2.   Mode 1 - Interframe: In this mode the
               prediction macroblock is the same the
               macroblock at the same spacial location from
               the frame memory for the previously stored
               sticky frame.
30   3.   Mode 2 - Layer 1 Motion x 2: In this mode,
               the motion vector from the layer 1 parent
               macroblock is scaled by two and used for
               layer 2 motion compensation, either in an
               overlapping or non-overlapping fashion
35   (whichever was used in layer 1).

- 28 -

4. **Mode 3 - Layer 1 Motion x 2 + a Delta:** In this mode, the motion vector from the layer 1 parent macroblock is scaled by two; and a small correction vector, whose X and Y components are in the range [-1, 1], except for the 0 combination [0,0], is added to the layer 1 scaled motion vector. The layer 2 motion compensation is in either an overlapping or non-overlapping fashion (corresponding to the layer 1 compensation for the parent macroblock).

Since both mode 2 and mode 3 are possible only if the layer 1 parent macroblock was motion compensated, this category can be broadened somewhat by including mode 1 interframe blocks of layer 1 whose motion information is considered to be [0, 0]. Further, in a manner similar to layer 1, the layer 2 bitstream header also defines the allowed prediction modes within each frame, as follows:

1. **Combination 0:** In this combination only mode 0 is an allowed prediction mode. This means that the prediction mode for each macroblock need not be specified and that the whole frame is coded without using any previous information.

2. **Combination 1:** In this combination both modes 0 and 1 are allowed, and one bit of information is provided in the layer data stream for each macroblock.

3. **Combination 2:** In this mode, all four modes listed above are allowed and motion compensation is performed in a non-overlapping fashion when mode 2 and 3 are used.

4. **Combination 3:** In this combination, all four modes listed above are allowed and motion

compensation is performed in an overlapping
fashion when modes 2 or 3 are used.

Since both combinations 2 and 3 allow four
prediction modes that require motion information from
5   layer 1, they can be used only when the layer 1 bitstream
header also specifies the equivalent of combinations 2
and 3.

Referring again to Figure 12, the video input,
downsampled from the layer 3 partial codec, and
10   representing the YUV components, is provided over a line
209 and the V component is "flipped" by a flipping
circuitry 210 in the same manner as was performed in
connection with the layer 1 hybrid coder structure. The
resulting output is provided to the temporal prediction
15   circuitry 211 which combines the current Y and C outputs
with the output of layer 2 frame memory 212 and provides
the resultant temporally predicted video over a line 213.
That predicted video is subtracted from the input video,
as modified and appearing on a line 214 and is scaled by
20   a scaler 215 in the same manner as layer 1 scaling was
achieved. In order to save computation cycles, in the
illustrated embodiment, the layer 2 scaling factor is
preferably set to the layer 1 scaling factor times an
adjustment factor. The adjustment factor can be and is
25   controlled, in the illustrated embodiment, to achieve a
desired average bit rate and image quality for the layer
2 system.

After scaling has taken place, the resulting
output, available over lines 216, is quantized by residue
30   quanitizer 198. This is simpler than the level 1
quantization process since only one quantizer function is
implemented here. In this illustrated embodiment,
residue quantizer 198 is a vector quantizer with 257 code
vectors of 16 dimensions. The 16 dimension code vectors
35   are treated as 4x4 blocks of pixels; one of them being

- 30 -

the all 0 vector and the remaining 256 being leaves of a
tree structured vector quanitizer with a branching factor
of 4.   None of the 256 code vectors is then the all 0
vector.   The entire layer 2 residue frame is than divided
5   into 4x4 blocks.   The Y component thus contains 1200
blocks in an arrangement of 30 rows with 40 blocks in
each row.   The vector quantization is performed in three
steps as follows.

First, all of the pixels in a block are checked to
10   determine whether they are zero in value.   Since the
scaling will reduce the magnitude of the pixels and many
of them are already zero, there is a relatively high
probability of an all zero vector.   These blocks need not
go through any additional steps since they will be
15   represented by the all zero code vector.   Next, each 4x4
block with at least one non-zero pixel is quantized using
the tree structured vector quantization.   This is a well
known process.   Finally, for each vector quantized block,
the quantization error, measured as a mean square error,
20   is compared to its energy.   If its energy is less than
the quantization error, meaning that the all zero vector
is a better approximation to the block, the block will be
quantized using the all zero vector instead of the vector
chosen from the tree.

25   One bit is allocated to each 4x4 block to indicate
whether it is an all zero vector.   These bits form a
30x40 array, in the illustrated embodiment, and this
array will be transmitted first followed by the vector
quantization indices, one index for each non-zero bit in
30   the array.   However, prior to transmission, and in
accordance with the preferred embodiment of the
invention, a process is implemented to remove isolated
non-zero quantized blocks.   This procedure requires
examination of each non-zero bit in the array and, if all
35   of its eight nearest neighbors are zero, the bit is reset

to zero also. Thus, no vector quantization index is transmitted for these reset blocks. This procedure is illustrated in connection with Figure 14 where, in the blocks identified as blocks 230, the single block having
5 a non-zero bit is reset to zero, while the vectors of the 3x3 array labeled 232 remain untouched.

The 30x40 bit array is then transmitted using a variable length coding method. The vector array bits are sent in groups of five as illustrated in Figure 15. The
10 bits are scanned in raster order; and for each given group of five bits in Figure 15, one of 32 vector quantization groups of tables is selected, the table to be selected being determined by the five conditional bits immediately above the current group of five to be
15 transmitted. These conditional bits, identified in Figure 15 as bits 234 thus identify a specific 32 state table which will be used to variable length encode the five bits to be transmitted.

The output of the residue quantizer 198 includes
20 an encoded bitstream over lines 240 representing the input over line 216, and a reconstructed video frame over a line 244 representing the image obtained using the data in the bitstream on lines 240. The bitstream on lines 240 is combined by a multiplexor 254 with a bitstream
25 over lines 242 from the scaler, indicating the scaling factor, and a bitstream from the temporal predictor 211 over lines 243, to form an output bitstream over lines 255. The reconstructed output of the residue quantizer is inversely scaled by inverse scaler 246 and the inverse
30 scaler output is added to the output of the temporal prediction element 211 by a summer 248, to generate an output reconstructed frame available over a line 250. The reconstructed frame is stored in the frame memory 212 (becoming the next "sticky" frame at this level) if a
35 switch 252 is in a closed position. The combined

bitstream over lines 255 from multiplexer 254 is provided
as the layer 2 output bitstream, to be appended to the
layer 1 output bitstream. (In practice, the bitstream
from each layer is transmitted over the network within
5 its own data packet.)

The output of summer 248 is also provided, after
upsampling, to the layer 3 partial codec for use in
coding the input video at the layer 3 resolution. The
layer 3 encoder, in accordance with the illustrated
10 embodiment of the invention, corresponds to the layer 2
hybrid encoder structure except that instead of
implementing a 16:1:1 YUV format, a 4:1:1 YUV format is
implemented and each pixel, for each component is
represented by eight bits. In layer 3, when the
15 chrominance values are encoded, each grouping of (10 x
10) macroblocks will be a block of 80x80 layer 3 pixels
containing sixteen 20x20 GMP's and sixty-four 10x10
macroblocks. Most importantly, the layer 3 hybrid
encoder structure provides a continuation of the spatial
20 scalability for the architecture described herein.

Details of the Temporal Mode Prediction

In operation, at layer 1, the decision as to which
mode to use requires that the temporal mode be
initialized to zero for each macroblock. The mode
25 counters and error totals are also set to zero. Then, a
check is performed to determine whether any blocks are
going to be forced to be coded intraframe for this frame.
If so, they are flagged, in the illustrated example by
setting their temporal mode to -1. In order to determine
30 and control refresh at this level, two parameters, R_I
which specifies the interval, in frames, between
refreshings and R_D which specifies the duration, in
frames, over which the refresh is to be performed, are
set. R_D must be less than or equal to R_I. Thus, for
35 example, if R_D were set to 2, half of the blocks would be

refreshed in one frame and the other half would be refreshed in the next frame. In any given refresh frame, the number of layer 1 macroblocks that actually are refreshed equals $n_R = (54/R_D)$ where 54 is the total number

5 of both Y and C component macroblocks at layer 1.

The refresh logic is implemented, in this embodiment, with two counter variables c_I and c_B. The counter c_I simply counts the number of frames since the last refresh and begins a new refresh interval each time

10 it reaches a count of R_D, at which time both it and c_B are reset. The counter c_B is incremented by n_R each frame and as long as c_B is less than 54, the macroblocks whose number lie between positions c_B through the minimum of $(c_B + n_R - 1)$ and 53 in a macroblock shuffle table are coded

15 intraframe. Examples of the effects of various parameter settings are illustrated in Figure 16.

The temporal mode decision procedure for each macroblock at layer 1 proceeds as follows.

1. Compute the intraframe error (that is, the

20   summation of the squared pixel values of the
        current macroblock).

2. Check whether the block is forced to be coded
    with intraframe coding. If it is, do not
    perform any of the remaining error

25   computations and set the temporal mode for
        the block to 0.

3. If the maximum temporal mode for the current
    component is at least one, determine the
    intraframe difference error which equals the

30   sum of the squared values of the differences
        of the pixels of the current block and those
        of the corresponding block of the previous
        "sticky" frame.

4. If the maximum temporal mode for the current

35   component is at least two, and if the

- 34 -

intraframe error is above a specified
"motion-search-abort" threshold value, set at
256 in this particular illustrated embodiment
of the invention, the apparatus determines
5   the best motion vector and the corresponding
motion compensated error by performing a
motion search. If the maximum temporal mode
is 2, the motion search will be non-
overlapped as described above, and if it is
10   3, the motion search will be overlapped.

    5.   The lowest error is then selected and the
value representing the temporal mode for this
"best" error is recorded for the current
macroblock.

15   While the "motion-search-abort" threshold is a
design parameter that can be varied, at the particular
setting of 256, about 25% of the macroblocks are
rejected. That is, the motion search is performed on 75%
of the blocks. The maximum reasonable value for the
20 threshold is approximately 4,096, at which point picture
quality is still very good but about 75% of the blocks
are rejected.

     To keep the motion search as computationally
simple as possible, a hierarchical motion search is
25 employed. The motion search performed for each
macroblock is conducted in two stages. At the first
level of the search, reduced resolution versions of the
current and reference blocks are compared. At a second
level of the search, performed at full resolution, only a
30 small neighborhood of motion vectors are examined. The
second level search, thus, merely refines the results of
the first level search. Accordingly, the basic procedure
for the search is as follows.

    1.   Downsample the reference block by a factor of
35   2 in each dimension resulting in a 5x5 array.

- 35 -

2.   Downsample the current block by a factor of 2
      in each dimension, resulting, again, in a 5x5
      array.

3.   Perform a level 1 non-overlapping motion
5   search on the downsampled blocks. The
      maximum excursion to be allowed, in the
      illustrated embodiment, for the motion vector
      is 2 pixels in either dimension, which
      corresponds to four (layer 1) pixels at full
10   resolution.

4.   Perform a level 2 non-overlapped motion
      search on the original full resolution
      blocks. The motion vectors being searched at
      this level are limited to those within a 1
15   pixel neighborhood of the vector which
      results from the level 1 search.

Thus, the maximum displacement that can result from the
motion search is five (layer 1) pixels in each dimension.

         As noted above, the first step in carrying out the
20 level 1 motion search is to downsample both the current
block and the reference block by a factor of 2 in each
dimension. In the illustrated embodiment, the
downsampling is accomplished by averaging the pixels of
each resulting 2x2 microblock to generate a pixel in a
25 downsampled 5x5 block. Then, for each possible
displacement vector, a prediction block is generated by
copying the reference block and then shifting a portion
of it according to the given vector. Regardless of the
value of the vector, within the allowable region, some
30 portion of the prediction block, usually L-shaped, will
exactly match the reference block. If the current motion
vector is v_i, this region can be denoted by l_{vi}. Note
that for some vectors v_i and v_J, there will be a
significant amount of overlap between the regions l_{vi} and
35 l_{vJ}. The operation performed on the pixels in the region

which form the intersection of l_{vi} and l_{vj} are identical in the error computations for both the vectors v_i and v_j, and this overlap can be exploited in order to reduce the overall operation count for the search.

5   The error measurement method employed separates each error summation E_{vi} into two smaller summations, one of which involves only interframe differences (I_{vi}) and the other of which involves "truly" motion-compensated pixels (M_{vi}). While the values M_{vi} must each be computed

10 independently for each of the values of v_i, there is a large degree of redundancy in the computation of the partial sums which sum to the interframe differences I_{vi}.

       The first step in the determination of the partial sums is to generate the interframe difference between the

15 downsampled current block and the downsampled reference block. Each of these differences is then squared and the resulting values are stored in a 5x5 (in the illustrated embodiment) array. These square interframe differences are then combined as illustrated in Figure 17 to generate

20 all of the partial sums I_{vi}. This is a very, and perhaps the most, efficient method of performing this operation.

       Referring to Figure 17, the various operations are illustrated with regard to a 5x5 array 250 of squared values. In the representation of Figure 17, a connected

25 dot and arrow indicate the summation of the value represented in the position of the dot with the value represented in the position of the arrow, with the sum being placed at the location of the arrow. The original value in the block where the dot appears, remains

30 unchanged. In accordance with this embodiment, the procedure involves the operations indicated in arrays 250, 251, 252, 253, 254, 255, 256, 257, and 258 in that order. The operation indicated in array 254 requires the negation, that is the multiplication by (-1), of those

35 values in the shaded blocks.

The resulting array 258 then has, in each array position, the sum of the squares of the rows and columns detailed in Figure 18. This information provides the necessary partial sums which are particularly useful in
5   determining the best non-overlapping motion compensated vector.

The second level of the motion search method refines the motion vector found at the first level to within integer pixel accuracy. As noted above, the
10 search neighborhood for the level 2 motion search is the one pixel region surrounding the best vector from the level 1 motion search. The search criterion, as in the case of a level 1 search, is a minimum mean square error criterion.

15 Further Details of the Implementation

After a temporal coding mode has been assigned to each macroblock, the total errors for the Y and C components of a frame are generated by accumulating the macroblock error sums for the frame. Macroblocks which
20 were forced to be encoded intraframe are excluded from the summations and accordingly, the total error values are adjusted (normalized) to account for the fact that one or more blocks was not included in the total. Thus, in the illustrated embodiment, the total luminance error
25 is multiplied by $48/(48-f_y)$ and the total chrominance error is multiplied by $6/6-f_c)$, where f_y and f_c are the number of forced intraframe blocks in the Y and C components, respectively. Once the mode selection has been performed, the coding of the layer 1 residual error
30 proceeds as follows:

1.   Initialize and determine the scaling factors.

2.   Perform block by block DC, and then AC quantization.

- 38 -

3. Perform rate control to ensure that the network packet size is not exceeded.

4. Recombine the coded DC and AC information to form a new reference frame.

5 In more detail, these steps are carried out in the illustrated embodiment, as follows:

Upon initialization, the system determines the scaling components based on a typical log error relationship. A preferred method for implementing the
10 scaling function is to generate "scaling indices" which point to a scaling look-up table (LUT). The equations for the scaling factors are:

$$\sigma_Y = (E_Y/4800)^{\frac{1}{2}} \tag{1}$$

$$\sigma_C = (E_C/600)^{\frac{1}{2}} \tag{2}$$

$$s_Y = max\ (0,min\ (128,\sigma_Y/4)) \tag{3}$$

$$s_C = max\ (0,min\ (128,\sigma_C/8)) \tag{4}$$

$$t_Y = round\ (4\ log_2 s_Y) \tag{5}$$

$$t_C = round\ (4\ log_2 s_C) \tag{6}$$

where

20
$$E_i = total\ squared\ error\ for\ component\ i$$

$$\sigma_i = standard\ deviation\ of\ component\ i$$

$$s_i = scaling\ factor\ for\ component\ i$$

$$t_i = scaling\ index\ for\ component\ i$$

The only initialization that is required for the
25 error coding method is to set to zero the macroblock coding map and microblock AC coding maps. Each entry in the macroblock coding map will thereafter contain three bits of information: 1 bit to indicate whether AC information is present in the coded macroblock, 1 bit to
30 indicate whether DC information is present in the coded

macroblock, and 1 bit to indicate whether the DC coding mode, if DC information is present, is a PCM or DPCM.

The microblock AC coding maps are used to indicate which microblocks of an AC-coded macroblock are to be
5 coded with an AC vector. Coding maps such as these are not required for the DC information since every microblock of a DC coded macroblock is assumed to be coded with a DC value.

The quantization is performed in a block by block
10 manner. The steps for performing quantization for each block are: (1) scaling block adjustment, (2) scaling, (3) computation of the DC values, (4) predictive coding of the DC information, (5) computation of the upsampled DC block, (6) computation of the AC values, and (7)
15 vector quantization of the AC information.

As noted above, in order to suppress any artifacts which might arise from the forced intraframe refresh, all blocks coded in the intraframe temporal mode, regardless of whether they are forced or naturally occurring, are
20 encoded with a higher fidelity than the rest of the blocks of the frame. In the illustrated embodiment, for the intraframe coded blocks, the otherwise normal scaling factor is adjusted by dividing it by 2 (to a minimum of 1).

25 All pixels in the macroblock are then divided by the adjusted scaling factor and the result is rounded to the nearest integral value. The 5x5 block of DC values is generated from the scaled 10x10 macroblock. The four pixels of each 2x2 microblock are averaged to determine
30 the DC value for the microblock. In the illustrated embodiment, the following equation is used:

$$d_{ij} = floor((P_{2i,2j} + P_{2i,2j+1} + P_{2i+1,2j} + P_{2i+1,2j+1} + 2)/4). \qquad (7)$$

- 40 -

As noted above, either all DC values are 0, or the DC information is sent using PCM coding or differential PCM, DPCM, coding. In the illustrated embodiment, the DPCM prediction error method operates as follows.

5   1.   The upper left DC value $(d_{0,0})$ is encoded individually, that is, by straight PCM.

    2.   The remaining DC values of the top row $(d_{0,i}$ for $i = 1, \ldots, 4)$ are encoded using a one-dimensional predictor. The prediction errors $e_{0,i}$, rather than the DC values themselves, are passed to the entropy coder. The prediction equations are:

$$\hat{d}_{0,i} = d_{0,i-1} \tag{8}$$

$$e_{0,i} = d_{0,i} - \hat{d}_{0,i} \tag{9}$$
$$= d_{0,i} - d_{0,i-1}$$

    3.   The remaining DC values of the left column $(d_{i,0}$ for $i = 1, \ldots, 4)$ are encoded using a one-dimensional predictor. The prediction errors $e_{i,0}$, rather than the DC values themselves, are passed to the entropy coder. The prediction equations are:

$$\hat{d}_{i,0} = d_{i-1,0} \tag{10}$$

$$e_{i,0} = d_{i,0} - \hat{d}_{i,0} \tag{11}$$
$$= d_{i,0} - d_{i-1,0}$$

    4.   The remaining DC values $(d_{i,j}$ for $i = 1, \ldots, 4, j = 1, \ldots 4)$ are encoded using a two-dimensional predictor. The prediction errors $e_{i,j}$, rather than the DC values themselves, are passed to the entropy coder. The prediction equations are

$$\hat{d}_{i,j} = \begin{array}{l} d_{i,j-1} \ \ for \ \ |d_{i-1,j}-d_{i-1,j-1}|<|d_{i,j-1}-d_{i-1,j-1}| \\ d_{i-1,j} \ \ otherwise \end{array} \tag{12}$$

$$e_{i,j} = d_{i,j} - \hat{d}_{i,j} \tag{13}$$

In the illustrated embodiment, these computations are made by determining all of the values $d_{i-1,j} - d_{i,j-1}$ and $d_{i,j-1} - d_{i-1,j-1}$ in advance, and then deciding which error value should be used for each 16 predicted DC values.

5   Following the computation of the DPCM prediction errors, the number of bits required to code the DC values using both pulse code modulation and differential pulse code modulation is determined. In the illustrated embodiment, these counts are determined using look up
10 tables to obtain the number of bits required for each DC value and then adding those numbers for each of the coding options. The DC values are then encoded and sent using the most efficient method.

          Following the computation of the DC values, the
15 5x5 array of DC values is upsampled, as noted above, to obtain a 10x10 low frequency macroblock. The upsampling is performed, as noted above, with an FIR filter and the particular manner of optimizing the operations will depend upon the system architecture. Preferably, where
20 fixed point architectures are available, shift operations and additions can effect the upsampling quite efficiently.

          The vector quantization of the AC information is performed on the 10x10 macroblock of AC values. Each
25 non-zero microblock of AC values is encoded using an AC vector quantizer code book which consists of 256 entries (each entry represents a 2x2 array of pixel values) which are arranged in a tree having a branching factor of 4 as noted above. A single search through the code book finds

- 42 -

the entry most closely matching the given AC microblock vector.

In the illustrated embodiment, it has been found that about 85% of all AC vectors have their pixel values in the range [-2, 2] and that a fast LUT method can be used to bypass the vector quantization code book search for most vectors. Thus, if a vector (p_0, p_1, p_2, p_3) lies within a hypercube of dimension four, centered at (0,0,0,0) (and thus having each edge equal to four in length,) an index value I_{vq} can be determined as follows:

$$I_{vq} = 5(5(5p_0 + p_1) + p_2) + p_3$$

This index computation on average is required for about 600 microblocks per frame.

As noted above, the total number of bits, in the illustrated embodiment, is maintained at less than 1400 bytes. Accordingly, the number of bits required to code the Y and C components at this layer is determined and if it exceeds 1400 bytes (11200 bits), the following steps are performed:

1. Set the variable MAB threshold to the value 1.

2. Start with a random microblock.

3. Check if the microblock is coded, and if it is, continue the method, otherwise select another microblock and begin at step 3 again.

4. Check whether the absolute value of the coded AC component of the microblock, that is, the maximum absolute value of each element of the code book vector that was selected for this microblock, is less than or equal to the threshold.

5. If each element is not greater than the threshold, zero the AC component for the microblock, zero the corresponding bit in the

microblock selection map, and deduct the appropriate number of bits from the total.

6. If all microblocks have been checked in step 4, and the bit count is still above the threshold of 1400 bytes, increase the MAB threshold and repeat steps 2-6. If all microblocks have not been checked, select another microblock and proceed to step 3.

After the rate control process has been completed, the AC and DC components of the image are added together, and reverse scaled to generate a reference frame for use with the next encoded frame (this process is performed only if the current frame will be a "sticky frame"). The resulting image is stored in a frame memory 94.

In the illustrated embodiment, the layer 1 bitstream is generated after all other processing of the frame is completed. The reason is that the bitstream generation may change depending upon the rate control logic. The generation of the bitstream in the illustrated embodiment, follows the following steps for each of the Y and C components:

1. First, the scaling index (6 bits) and the maximum temporal mode (2 bits) are assembled into a byte and written.

2. For each macroblock in the component, the temporal mode is written. This information, depending upon the value of the maximum temporal mode, can require 0, 1 or 2 bits per macroblock.

3. For each macroblock that was motion compensated, the X and Y components of the motion vector are assembled into a byte and output.

- 44 -

4.   For each macroblock, a 2 bit output is provided to indicate whether there is DC and/or AC information present.

5.   For each macroblock with DC information, the output DC coding mode bit is sent.

6.   For each macroblock with AC information, the 25 bit AC coding map indicating which microblocks have AC data is sent.

7.   For each macroblock that was coded with DC information, the information is output, preferably using a variable length DC code.

8.   For each AC microblock of each macroblock with AC information, the vector quantization code book index is written. This index can be coded in either an 8 bit fixed length format or a variable length Hoffman coding format.

The particular implementation of the layer 2 and layer 3 partial codec systems follows along the same line as the layer 1 subsystem except that the DC encoding is omitted. Other than the DC encoding, as described in detail above, the layer 2 and layer 3 partial codec subsystems operate in substantially the same manner as the layer 1 subsystem.

The thus generated and encoded video, is then packaged and processed for transmission over the network. The packaging, as noted above, is such that the layer 1, layer 2, and layer 3 bitstreams can be separably decoded, so that for example, the decoder, even though it receives all three layers, can choose to decode only the layer 1 bitstream. Accordingly, and as disclosed above, the decoded bitstream also needs only to use those temporal frames, designated sticky frames, so that further computing cycles can be saved at the decoder.

- 45 -

Referring to Figure 19, in a decoder 290, according to the invention, the incoming bitstream is first divided into layer 1, layer 2, and layer 3 information and the data required by the decoder is saved
5 in a memory 300. The memory can provide outputs for layer 1 decoding over a line 302, for layer 2 decoding over a line 304, and for layer 3 decoding over a line 306, as necessary. Each of the bitstreams stored in memory 300 corresponds to the bitstream provided over the
10 network at that layer. In the illustrated embodiment, the system can decode the layer 1 information without the need for layer 2 or layer 3 information. Similarly a system can decode layer 2 information without requiring layer 3 information and, if interlayer dependency has
15 been removed, without requiring layer 1 information although that is not the manner in which the preferred embodiment of the invention is intended to operate. At layer 3, preferably, all three layers are decoded and used.

20   A layer 1 decoder 292 takes the incoming bitstream and divides it to reconstruct the AC quantized video, the DC quantized video, and the temporal video reconstruction through elements 308, 310, and 312, respectively. The temporal reconstruction element 312 receives from a frame
25 memory 314 the most recent "sticky" frame. That frame, which is provided to the memory 314 through a switch 316, represents the output of the layer 1 decoder for the previous frame designated as a sticky frame. The output of the quantization reconstruction elements 308 and 310
30 are summed in an adder 314. The output of the adder is then inverse scaled by a scaler 316. The output of the scaler and the output of the temporal reconstruction element are summed by an adder 318, the output of which is the layer 1 decoded video over a line 320.

- 46 -

In the layer 2 decoder 328, the layer 2 video can
be reconstructed in a similar manner. The output of the
memory comprising the layer 2 bitstream is divided to
enable a reconstruction residue element 330 to
5 reconstruct the quantized high frequency information
contained in the layer 2 bitstream; and a temporal
reconstruction element 332 takes the most previously
stored sticky frame in frame memory 334 and produces the
reconstructed layer 2 temporal output signal. The
10 reconstructed and quantized residue over a line 336 is
passed through an inverse scaler 338, the output of which
is summed with the output of the temporal reconstruction
element in an adder 340. The output of the layer 1
circuitry is upsampled and stored in a storage element
15 342. The output of the upsampled and stored layer 1
video is combined with the summed temporal and
reconstructed residue video in an adder 344 to produce
the layer 2 video over a line 346.

The layer 3 video is reconstructed in a manner
20 substantially the same as the layer 2 video. In the
layer 3 decoder 349, the layer 3 bitstream is divided and
directed to a reconstruction residue element 350 and to a
temporal reconstruction element 352. The reconstruction
residue element 350 provides its reconstructed video to
25 an inverse scaler 354, the output of which is directed to
an adder 356. The temporal reconstruction circuitry
receives the output of a frame memory 358 and provides,
at its output, a temporal reconstruction which is summed
with the inversely scaled residue frame reconstruction in
30 adder 356, and provided over a line 360. The output of
the layer 3 video reconstruction circuitry over line 360
is stored in frame memory 358 by the closing of switch
362 if that frame is considered a "sticky" frame. The
output of the layer 3 video reconstruction is also summed
35 with the output of an upsample and storage element 364,

operating in the same manner as element 342, to produce,
at the output of summer 366, the layer 3 video. In this
manner, the decoder can produce either layer 1 video,
layer 2 video, or layer 3 video (or all of them)

5 depending upon the computing capability, or other
requirements, of the system.

The resulting video is then displayed on a display
device for presentation to the user. As noted above, in
a particular embodiment, it is desirable to display

10 several received video signals on the display device,
even if only at layer 1 resolution, due to computing
limitations of the PC terminal platform, to enable the
user to see and identify each of the speakers with which
he or she is videoconferencing.

15   In addition to the flexible temporal and spatial
scalability identified above, for use over a network
where there is no guarantee of bandwidth, data
throughput, or a constant connection quality, the
invention provides additional advantages where terminals

20 are engaged in a video conference which can include, for
example, application sharing. In such an instance, the
terminals can scale back to a lower resolution (either
temporal or spatial, or both) to enable additional
bandwidth to be available for the application sharing

25 data transmission. In this instance, while the network
capacity may not change, the effective network resource
capacity does change, as viewed by the terminals, since
some of that resource is required for other uses by the
terminal. In effect then, either the terminal capacity

30 might change or the network capacity might change, and in
either instance, the resolution of the transmitted image
sequence will be adjusted to a lower one of the
predetermined resolutions available to the terminal. The
method for selecting the desired resolution thus depends

35 on the resource available capacity of the network as

viewed by the terminal and is based upon both the actual
terminal capacity as well as the requirements for
additional applications for which the channel will be
used by the terminal.

5   Additions, subtractions, and other modifications
of the disclosed and claimed invention will be apparent
to those practiced in the art and are within the scope of
the following claims.

- 49 -

What is claimed is:

1. A method for providing a videoconference
between at least two terminals connected over a scalable
network comprising the steps of
5   encoding at one terminal an image sequence for
transmission onto the network for decoding at either of
at least two spatial resolutions and at either of at
least two frame rates,
         decoding said encoded image sequence at at least
10 one other said terminal at a selected spatial resolution
and frame rate, and
         displaying said decoded image sequence at said
selected spatial resolution level and frame rate.

2. The videoconferencing method of claim 1
15 further wherein said encoding step comprises the steps of
         encoding a difference image representing a
difference between the current frame to be encoded and a
reference frame, and
         generating said reference frame using at least one
20 temporally earlier frame selected from a previously
reconstructed frame occurring no more than a
predetermined fixed number of frames earlier than the
current frame.

3.   The videoconferencing method of claim 1
25 wherein said decoding step further comprises the step of
         decoding said encoded image sequence at different
frame rates at different times at one of the terminals.

4. The video conferencing method of claim 1
wherein said decoding step comprises the step of
30   decoding said encoded image sequence at different
frame rates at different terminals.

- 50 -

5. The videoconferencing method of claim 1
wherein said decoding step comprises the step of
        decoding a received image sequence at a frame rate
different than the encoding frame rate at the decoding
5   terminal.

6. The videoconferencing method of claim 1
wherein said decoding step further comprises the step of
        decoding said encoded sequence at a spatial
resolution different than the encoding spatial resolution
10 at the decoding terminal.

7. The videoconferencing method of claim 1
wherein said decoding step further comprises the step of
        decoding said encoded image sequence at different
spatial resolutions at different terminals.

15   8. The videoconferencing method of claim 1
wherein said encoding step further comprises the steps of
        encoding a difference image representing the
difference between the current frame and an upsampled
representation of a spatially lower resolution
20 reconstructed frame, and
        generating an encoded data stream separably
decodable at at least a lower and a higher spatial
resolution, said lower resolution being decodable without
decoding any portion of the data stream corresponding to
25 the higher resolution encoding.

9. The method of claim 1 further wherein said
encoding step comprises the step of
        forcing a periodic refreshing of said image
sequence, the period of refreshing being defined by a
30 first parameter, "t", and the fraction of the image to be
refreshed at one frame time being defined by a second

parameter "p", and where "1/p" has a value is no greater than "t".

10. The method of claim 1 wherein said encoding step comprises the steps of

5   dividing said image into a plurality of blocks,
        for each block, selecting from a plurality of reference blocks a temporal prediction of the block, one of the reference blocks being generated by a non-overlapping motion compensation method.

10   11. The method of claim 1 wherein said encoding step comprises the steps, for each frame, of
        downsampling said input image sequence to form a first downsampled image sequence,
        determining a temporal prediction of said first
15 downsampled image sequence,
        generating a temporal prediction parameter indicative of the temporal prediction used,
        subtracting said temporal prediction from said first downsampled image sequence to form a first
20 difference sequence,
        scaling said difference sequence for reducing the maximum amplitudes of sequence components,
        generating a scaling value corresponding to said scaling step,
25   DC quantizing said scaled difference sequence to generate a DC quantized sequence and a DC quantization bitstream,
        subtracting the DC quantized sequence from the scaled sequence to generate an AC input sequence,
30   quantizing said AC input sequence to generate an AC quantized sequence and an AC quantization bitstream,
        summing said AC quantized sequence and said DC quantized image to generate a second summed sequence,

- 52 -

inverse scaling, using said scaling value, said
second summed sequence, and
adding to the inverse scaled sequence said
temporal prediction to generate a reconstructed image
5 sequence.

12. The method of claim 11 further comprising the
steps of
selectively storing said reconstructed image, and
said temporal prediction determining step
10 using said stored image for determining said
temporal prediction.

13. The method of claim 11 further comprising the
steps of
upsampling the reconstructed image sequence to a
15 higher resolution to form an upsampled image sequence,
selectively storing said upsampled image sequence,
selectively subtracting the most recently stored
upsampled image sequence from an input sequence, derived
from said input image sequence, at the same resolution,
20 to form a differential high-pass image sequence,
determining a second temporal prediction of said
differential high-pass image sequence,
generating a second temporal prediction parameter
indicative of the temporal prediction used at this higher
25 resolution,
subtracting said second temporal prediction from
said differential image sequence for forming a second
high-pass image sequence to the encoded,
scaling said second high-pass image sequence for
30 reducing the maximum amplitudes of components of said
second high-pass image sequence and for generating a
second scaling value,

- 53 -

quantizing the scaled second high-pass image
sequence for producing a vector quantized image sequence
and a sequence of vector codewords,
        inversely scaling said vector quantized image
5   sequence using said second scaling factor for generating
a second inversely scaled image sequence, and
        adding said second inversely scaled image sequence
and said second temporal prediction image sequence for
generating a higher resolution reconstructed image.

10   14.   The method of claim 13 further comprising the
step of
        selectively storing said higher resolution
reconstructed image, and
        wherein said second temporal prediction
15 determining step uses the most recently stored higher
resolution reconstructed image for determining said
second temporal prediction.

        15.   The method of claim 11 further comprising the
steps of
20   separately encoding the luminance and chrominance
components of said input image, and
        combining, prior to said encoding step, the U and
V chrominance components by flipping one of said
components to form a C component.

25   16.   The method of claim 13 further comprising the
steps of
        separately encoding the luminance and chrominance
components of the input image, and
        combining, prior to said encoding setup, the U and
30 V components by flipping one of said components to form a
C component.

17.   In a motion compensated video compression system using a non-overlapping motion compensation method for generating one prediction of the image in a block, a method of determining sums of array values, the array
5 being stored in a memory element, and having memory locations for storing at least 5 rows and at least 5 columns of said array, comprising the steps of

adding the values in the first and last columns to the values in the corresponding row in the second and
10 penultimate columns, respectively, and storing said added values in said corresponding rows of said second and penultimate columns, respectively,

adding the values in the resulting second and penultimate columns to the value in the corresponding row
15 of the middle column, and storing said added values in the corresponding row of the middle column,

adding the values in the first and last rows to the values in the corresponding column in the second and penultimate rows, respectively, and storing said added
20 values in said corresponding columns of said second and penultimate rows, respectively,

adding the values in the resulting second and penultimate rows to the value in the corresponding column of the middle row, and storing said added values in the
25 corresponding column of the middle row,

multiplying by minus one the value in each position of the array except the positions occupying either the middle row or the middle column,

adding the values in the first, second,
30 penultimate, and last rows of the middle column to the values, respectively, in the corresponding row of the second and penultimate columns, and storing said added values in said corresponding row of said second and penultimate columns, respectively,

- 55 -

adding the values in the first, second,
penultimate, and last rows of the middle column to the
values in the corresponding row of the first and last
columns respectively, and storing said added values in
5   the corresponding row of the first and last columns
respectively,

adding the values in the first, second,
penultimate, and last columns of the middle row to the
values in the corresponding columns of the second and
10 penultimate rows, respectively, and storing said added
values in said corresponding columns of said second and
penultimate rows, respectively, and

adding the values in the first, second,
penultimate, and last columns of the middle row to the
15 values of the corresponding column in the first and last
rows respectively, and storing said added values in the
corresponding column in the first and last rows,
respectively.

18. A method for videoconferencing between at
20 least three terminals over a scalable network comprising
the steps of

encoding at at least two terminals, respective
image sequences for transmission onto the network for
decoding at any of the other terminals on the network at
25 either of at least two spatial resolutions and at either
of at least two frame rates,

decoding, at at least one terminal, the encoded
sequences from at least two other terminals at selected
frame rates and spatial resolutions, and
30 simultaneously displaying at said one terminal,
the image sequences from at least said two other
terminals at selected spatial resolutions and frame
rates.

19. A method for providing a videoconference between at least two terminals connected over a scalable network comprising the steps of

encoding at one terminal an image sequence into a
5 bitstream for transmission onto the network for decoding at either of at least two spatial resolutions,

decoding said encoded image sequence at at least one other said terminal at a selected one of said spatial resolutions, and
10 displaying said decoded image sequence at said selected spatial resolution level.

20. The videoconferencing method of claim 19 further comprising the steps of

separating said bitstream into a plurality of
15 network packets, at least a first packet including the information required to reconstruct an image at a lowest resolution level and a second packet, when combined with the information in the first packet, including information required to reconstruct an image at a higher
20 resolution level, and

requiring, during said encoding step, that the number of bits in each packet be less than a predetermined threshold value associated with the local area network.

25 21. A method for providing a videoconference between at least two terminals connected over a scalable network comprising the steps of

encoding at one terminal an image sequence for transmission onto the network for decoding at either of
30 at least two frame rates,

decoding said encoded image sequence at at least one other said terminal at a selected one of said frame rates, and

displaying said decoded image sequence at said
selected frame rate.

22.   The method of claim 21 wherein said decoding
step comprises the step of
5   varying which frame rate is chosen at a receiving
terminal depending upon the resources available at the
receiving terminal at a display time.

23.   A method for providing a videoconference
between at least two terminals connected over a network
10 comprising the steps of
        encoding at one terminal an image sequence for
transmission onto the network,
        said encoding step comprising the steps of
        dividing said image into a plurality of blocks,
15   for each block, selecting from a plurality of
reference blocks, a temporal prediction of the block, one
of the reference blocks representing a non-overlapped
motion compensation,
        generating said non-overlapped motion compensation
20 block by
        selecting a non-motion compensated block
corresponding to said block to be encoded,
        moving said non-motion compensated block according
to a vector motion direction,
25   generating a prediction block having pixel values
        from the moved block in those positions where the
moved block and the block to be predicted overlap,
        from the non-motion compensated block, unmoved,
unshifted, for all other positions,
30   comparing the prediction blocks at different
vector motion values, and

selecting the best matching prediction block,
based on said comparisons, as the reference block
representing non-overlapping motion compensation,
decoding said encoded image sequence at said other
5 terminal, and
displaying said decoded image sequence at said
selected spatial resolution level and frame rate.

24.   A method of encoding a signal representing a
video sequence of digitally sampled image frames
10 comprising the steps of
downsampling said video sequence to a lower
resolution,
encoding each frame of said image sequence at said
lower resolution for generating a low resolution coded
15 bitstream and a low resolution reconstructed frame
sequence representing said lower resolution image
sequence,
upsampling said low resolution reconstructed frame
sequence to generate a higher resolution reconstructed
20 frame sequence,
subtracting said higher resolution reconstructed
frame sequence from said video sequence at a higher
resolution to generate a high-pass sequence at said
higher resolution,
25   encoding said high-pass sequence for generating a
high-pass coded bitstream representing said high-pass
sequence, and
transmitting said low resolution coded bitstream
and said high-pass coded bitstream to a decoding
30 terminal.

25.   The encoding method of claim 24 further
comprising the steps of

extending said downsampling and upsampling steps
to provide encoding at three different spatial
resolutions.

26. An apparatus for providing a videoconference
5 between at least two terminals connected over a scalable
network comprising
an encoder at one terminal for encoding an image
sequence for transmission onto the network for decoding
at either of at least two spatial resolutions and at
10 either of at least two frame rates,
a decoder for decoding said encoded image sequence
at at least one other said terminal at a selected spatial
resolution and frame rate, and
a display for receiving said decoded image
15 sequence and displaying said decoded image sequence at
said selected spatial resolution and frame rate.

27. The videoconferencing apparatus of claim 26
further wherein said encoder comprises
an encoder for encoding a difference image
20 representing a difference between the current frame to be
encoded and a reference frame, and
circuitry for generating said reference frame
using at least one temporally earlier frame selected from
a previously reconstructed frame occurring no more than a
25 predetermined fixed number of frames earlier than the
current frame.

28. The videoconferencing apparatus of claim 26
wherein said decoder further comprises
circuitry for decoding said encoded image sequence
30 at different frame rates at different time at one of the
terminals.

- 60 -

29. The videoconferencing apparatus of claim 26 wherein said decoder comprises

a decoder for decoding said encoded image sequence at different frame rates at different terminals.

5   30. The videoconferencing apparatus of claim 26 wherein said decoder comprises

a decoder circuitry for decoding a received image sequence at a frame rate different than the encoder frame rate at the same terminal.

10   31. The videoconferencing apparatus of claim 26 wherein said decoder further comprises

circuitry for decoding the encoded sequences at a spatial resolution different than the encoding resolution at the decoding terminal.

15   32. The videoconferencing apparatus of claim 26 wherein said decoder further comprises

circuitry for decoding said encoded image sequence at different spatial resolutions at different terminals.

            33. The videoconferencing apparatus of claim 26
20 wherein said encoder further comprises

an encoder for encoding a difference image representing the difference between the current frame and an upsampled representation of a spatially lower resolution reconstructed frame, and

25   circuitry for generating an encoded data stream separably decodable at at least a lower and a higher spatial resolution, said lower resolution being decodable without decoding any portion of the data stream corresponding to the higher resolution encoding.

- 61 -

34.   The apparatus of claim 26 further wherein
said encoder comprises
        elements for forcing a periodic refreshing of said
image sequences, the period of refreshing being defined
5 by a first parameter, "t", and the fraction of the image
to be refreshed at one frame time being defined by a
second parameter "p", and where "1/p" has a value no
greater than "t".

        35.   The apparatus of claim 26 wherein said
10 encoder comprises
        a divider for dividing said image into a plurality
of blocks, and
        for each block, circuitry for selecting from a
plurality of reference blocks a temporal prediction of
15 the block, one of the reference blocks being generated by
a non-overlapping motion compensation.

        36.   The apparatus of claim 26 wherein said
encoder comprises, for each frame,
        a downsampling filter operating on said input
20 image sequence to form a first downsampled image
sequence,
        a temporal predictor for determining a temporal
prediction of said first downsampled image sequence, and
generating a temporal prediction parameter indicative of
25 the temporal prediction used,
        a differencer for subtracting said temporal
prediction from said first downsampled image sequence to
form a first difference sequence,
        a scaler for scaling said difference sequence for
30 reducing the maximum amplitudes of sequence components,
and generating a scaling value corresponding to said
scaling step,

- 62 -

a DC quantizer for DC quantizing said scaled
difference sequence to generate a DC quantized sequence
and a DC quantization bitstream,

a second differencer for subtracting the DC

5 quantized sequence from the scaled sequence to generate
an AC input sequence,

an AC quantizer for quantizing said AC input
sequence to generate an AC quantized sequence and an AC
quantization bitstream,

10 an adder for summing said AC quantized sequence
and said DC quantized image to generate a second summed
sequence,

an inverse scaler, which using said scaling value,
inverse scales said second summed sequence, and

15 a second adder for adding to the inverse scaled
sequence said temporal prediction to generate a
reconstructed image sequence.

37. The apparatus of claim 36 further comprising
a memory for selectively storing said

20 reconstructed image, and
said temporal predictor using said stored image
for determining said temporal prediction.

38. The apparatus of claim 36 further comprising
an upsampling filter for upsampling the

25 reconstructed image sequence to a higher resolution to
form an upsampled image sequence,
a second memory for selectively storing said
upsampled image sequence,
a third subtractor for selectively subtracting the

30 most recently stored upsampled image sequence from an
input sequence, derived from said input image sequence,
at the same resolution to form a differential high-pass
image sequence,

- 63 -

a second temporal predictor for determining a
second temporal prediction of said differential high-pass
image sequence,

circuitry for generating a second temporal
5 predictor parameter indicative of the temporal prediction
used at this higher resolution,

a fourth subtractor for subtracting said second
temporal prediction from said differential image sequence
for forming a second high-pass image sequence to the
10 encoded,

a second scaler for scaling said second high-pass
image sequence for reducing the maximum amplitudes of
components of said second high-pass image sequence and
for generating a second scaling value,

15   a second quantizer for quantizing the scaled
second high-pass image sequence for producing a vector
quantized image sequence and a sequence of vector
codewords,

an inverse scaler for inversely scaling said
20 vector quantized image sequence using said second scaling
factor for generating a second inversely scaled image
sequence, and

an adder for adding said second inversely scaled
image sequence and said second temporal prediction image
25 sequence for generating a higher resolution reconstructed
image.

39.   The apparatus of claim 38 further comprising
memory for selectively storing said higher
resolution reconstructed image, and
30   wherein said second temporal prediction
determining step uses the most recently stored higher
resolution reconstructed image for determining said
second temporal prediction.

40.   The apparatus of claims 38 further comprising
encoder means for separately encoding the
luminance and chrominance components of said input image,
and

5   a combiner for combining the U and V chrominance
components by flipping one of said components to form a C
component.

41.   The apparatus of claim 36 further comprising
an encoder for separately encoding the luminance
10 and chrominance components of the input image, and
a combiner for combining, prior to operation
thereon by said encoder, the U and V components by
flipping one of said components to form a C component.

42.   An apparatus for videoconferencing between at
15 least three terminals over a scalable network comprising
an encoder for encoding at at least two terminals,
respective image sequences for transmission onto the
network for decoding at any of the other terminals on the
network at either of at least two spatial resolutions and
20 at either of at least two frame rates,
a decoder for decoding, at at least one terminal,
the encoded sequences from at least two other terminals
at selected frame rates and spatial resolutions, and
a display for simultaneously displaying at said
25 one terminal, the image sequences from at least said two
other terminals at selected spatial resolutions and frame
rates.

43.   An apparatus for providing a videoconference
between at least two terminals connected over a scalable
30 network comprising
an encoder for encoding at one terminal an image
sequence into a bitstream for transmission onto the

- 65 -

network for decoding at either of at least two spatial
resolutions,

      a decoder for decoding said encoded image sequence
at at least one other said terminal at a selected one of
5 said spatial resolutions, and

      a display for displaying said decoded image
sequence at said selected spatial resolution level.

      44. The videoconferencing apparatus of claim 43
further comprising
10   circuitry for separating said bitstream into a
plurality of network packets, at least a first packet
including the information required to reconstruct an
image at a lowest resolution level and a second packet,
when combined with the information in the first packet,
15 including information required to reconstruct an image at
a higher resolution level, and

      said circuitry requiring, during said encoding
step, that the number of bits in each packet be less than
a predetermined threshold value associated with the local
20 area network.

      45. An apparatus for providing a videoconference
between at least two terminals connected over a scalable
network comprising

      an encoder for encoding at one terminal an image
25 sequence for transmission onto the network for decoding
at either of at least two frame rates,

      a decoder for decoding said encoded image sequence
at at least one other said terminal at a selected one of
said frame rates, and

30   a display for displaying said decoded image
sequence at said selected frame rate.

46. the apparatus of claim 45 wherein said decoder comprises

circuitry for varying which rate is chosen at a receiving terminal depending upon the resources available
5 at the receiving terminal at a display time.

47. An apparatus for providing a videoconference between at least two terminals connected over a network comprising

an encoder at one terminal for encoding an image
10 sequence for transmission onto the network,

said encoder comprising

a divider for dividing said image into a plurality of blocks,

a temporal predictor, which for each block,
15 selects from a plurality of reference blocks, a temporal prediction of the block, one of the reference blocks representing a non-overlapped motion compensation,

elements for generating said non-overlapped motion compensation block having
20 circuitry for selecting a non-motion compensated block corresponding to said block to be encoded,

circuitry for moving said non-motion compensated block according to a vector motion direction,
25 circuitry for generating a prediction block having

pixel values from the moved block in these positions where the moved blocks and the block to be predicted overlap, and
30 pixel values from the non-motion compensated block, unmoved, for all other positions, and

a comparer for comparing the prediction blocks at different vector motion values, and,

further circuitry for selecting the best
matching prediction blocks, based on said comparisons, as
the reference block representing non-overlapping motion
compensation.

5   48.   An apparatus for encoding a signal
representing a video sequence of digitally encoded image
frames comprising
        a downsampling filter for downsampling said video
sequence to a lower resolution image sequence,
10   an encoder for encoding each frame of said image
sequence at said lower resolution for generating a low
resolution coded bitstream and a low resolution
reconstructed frame sequence representing said lower
resolution image sequence,
15   an upsampling filter for upsampling said low
resolution reconstructed frame sequences to generate a
higher resolution reconstructed frame sequence,
        a differencer for subtracting said higher
resolution reconstructed frame sequence from said video
20 sequence at a higher resolution to generate a high-pass
sequence at said higher resolution,
        a second encoder for encoding said high-pass
sequence for generating a high-pass coded bitstream
representing said high-pass sequence, and
25   a transmitter for transmitting said low resolution
coded bitstream, and said high-pass coded bitstream to a
decoding terminal.

        49.   The encoder of claim 24 further comprising
        means for extending said downsampling and
30 upsampling to provide encoding at at least three
different spatial resolutions.

50. A method for providing a videoconference between at least two terminals connected over a network comprising the steps of

encoding at one terminal, at a selected one of at

5 least two predetermined resolutions, an image sequence for transmission onto the network for decoding at an other one of said terminals,

decoding said encoded image sequence at said other terminal at said selected resolution,

10 selecting said selected resolution depending upon a resource available capacity of said network, said selected resolution changing when the network resource capacity changes, and

displaying said decoded image sequence at said

15 selected resolution at said other terminal.

51. The method of claim 50 wherein the resource available capacity of the network changes as the error rate of the network changes.

52. The method of claim 50 wherein the resource

20 available capacity of the network changes when the terminals simultaneously require use of the network for at least one application in addition to the videoconference.

53. Apparatus for providing a videoconference

25 between at least two terminals connected over a network comprising

an encoder for encoding at one terminal, at a selected one of at least two predetermined resolutions, an image sequence for transmission onto the network for

30 decoding at an other one of said terminals,

a decoder for decoding said encoded image sequence at said other terminal at said selected resolution,

a controller for selecting said selected
resolution depending upon a resource available capacity
of said network, said selected resolution changing when
the network resource capacity changes, and

5   a display for displaying said decoded image
sequence at said selected resolution at said other
terminal.

54.   The apparatus of claim 53 wherein the
resource available capacity of the network changes as the
10 error rate of the network changes.

55.   The apparatus of claim 53 wherein the
resource available capacity of the network changes when
the terminals simultaneously require use of the network
for at least one application in addition to the
15 videoconference.

56.   The method of claim 1 wherein the scalable
network is a packet-switched network.

57.   The method of claim 56 wherein the packet-
switched network is a local area network.

20   58.   The method of claim 56 wherein the packet-
switched network is a metropolitan area network.

59.   The method of claim 56 wherein the packet-
switched network is a wireless network.

60.   The method of claim 1 wherein the scalable
25 network is a circuit-switched network.

61.   The method of claim 60 wherein the circuit-
switched network is a cellular telephone network.

62.   The apparatus of claim 26 wherein the
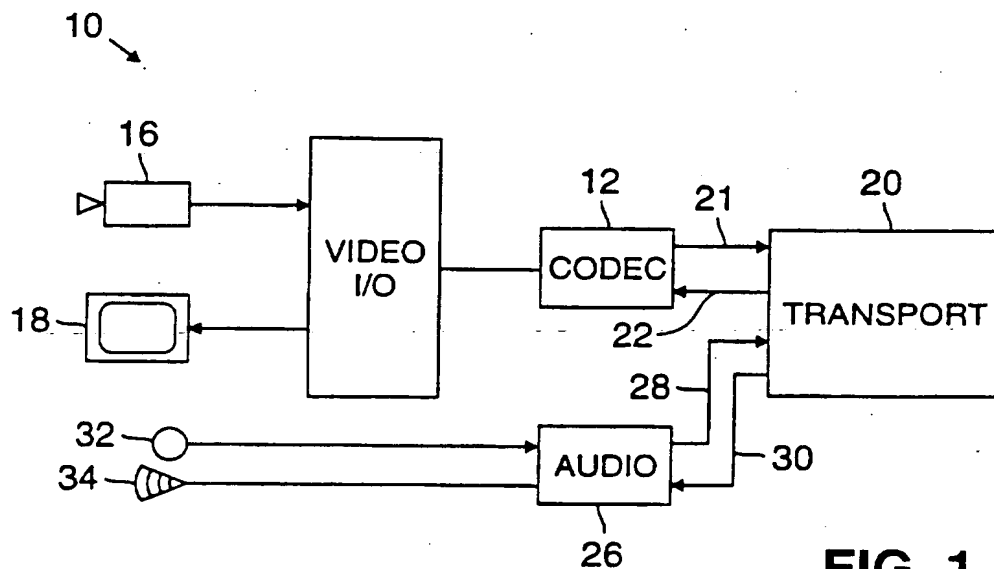scalable network is a packet-switched network.

63.   The apparatus of claim 62 wherein the packet-
switched network is a local area network.

5   64.   The apparatus of claim 62 wherein the packet-
switched network is a metropolitan area network.

65.   The apparatus of claim 62 wherein the packet-
switched network is a wireless network.

66.   The apparatus of claim 26 wherein the
10 scalable network is a circuit-switched network.

67.   The apparatus of claim 66 wherein the
circuit- switched network is a cellular telephone
network.
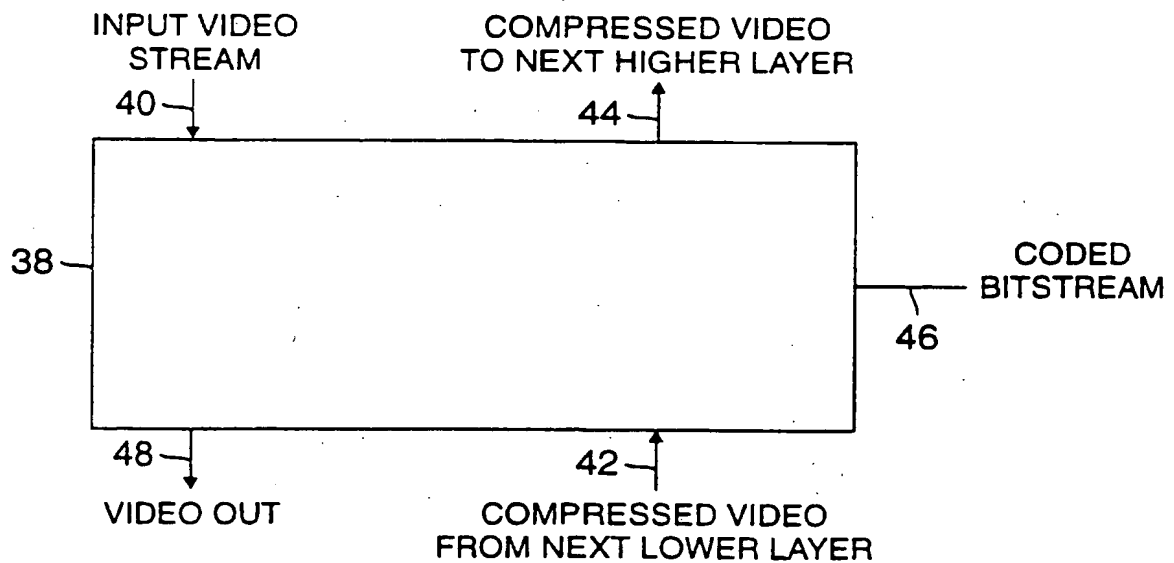
FIG. 1

FIG. 2

FIG. 2A

LAYER 3

LAYER 2

LAYER 1

VIDEO FROM
LAYER (n)

VIDEO TO
LAYER (n-1)

COMPRESSED VIDEO
FROM LAYER (n-1)

FIG. 3

FIG. 4

FIG. 5

𝔛 FIG. 6

FIG. 7

FIG. 8

FIG. 9

MACRO
BLOCK

MACRO
BLOCK

Y COMPONENT

C COMPONENT

FIG. 10

SHIFTED PRIOR
MICROBLOCK

J   K   L   A   U   B

E   Q   F

                              T

                     NEW
                     MICROBLOCK
O   S   TO BE CODEI

N   R   M   D   P

                     H   C   G

PREDICTION BLOCK

BLOCK IN THE
FRAME MEMORY

COMPUTE DC VALUE

FIG. 11

160

(a)   150   (b)

FIG. 12

FIG. 13

THIS BIT RESET
TO ZERO

THIS BIT NEEDS
NOT TO BE RESET

230

232

FIG. 14

SHADED AREA = BITS
ALREADY TRANSMITTED

FIG. 15

234

5
CONDITIONAL
BITS

5 BITS TO BE
CODED AS A
GROUP
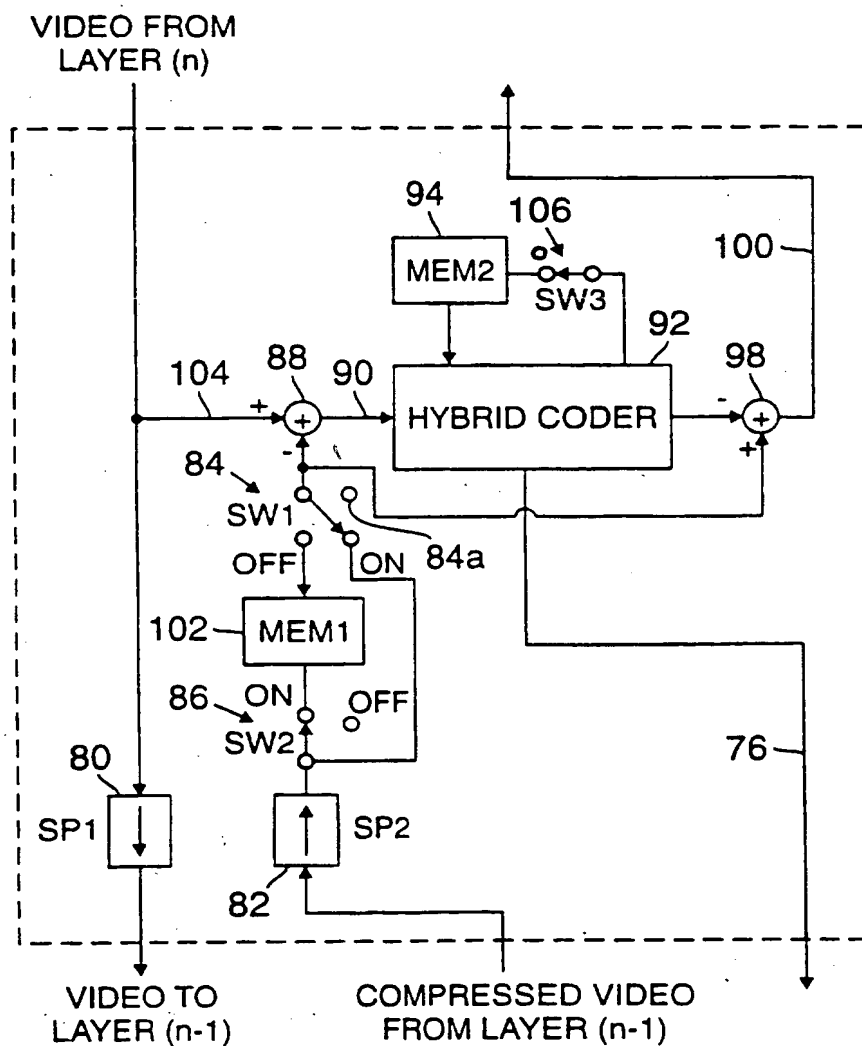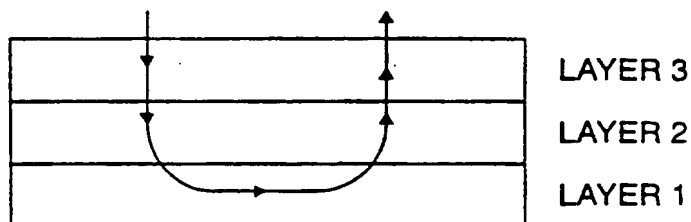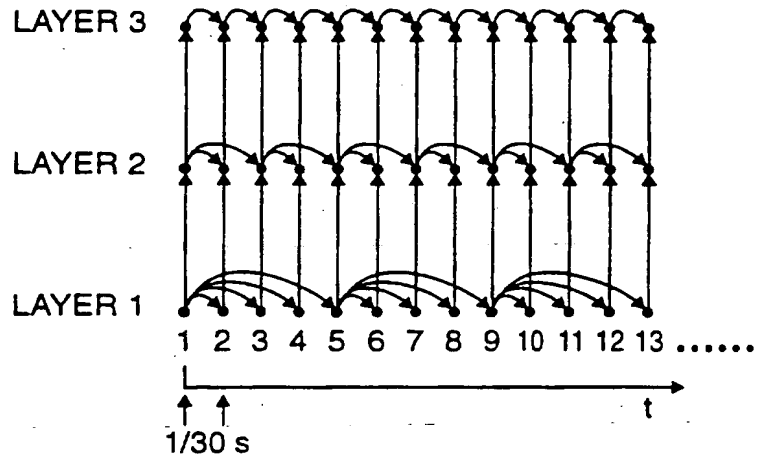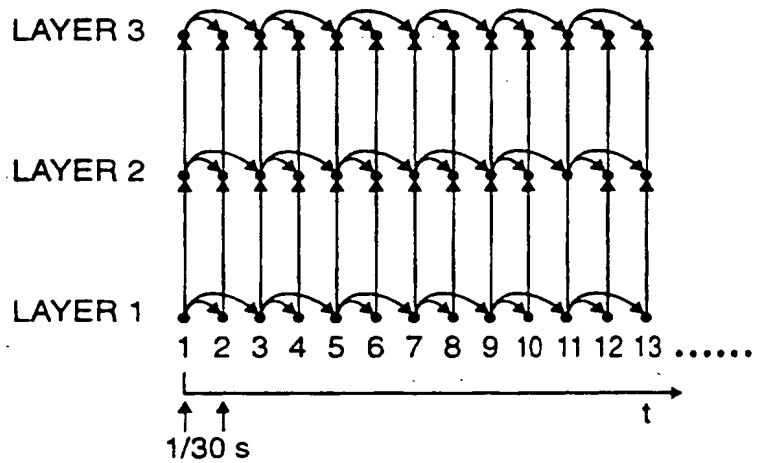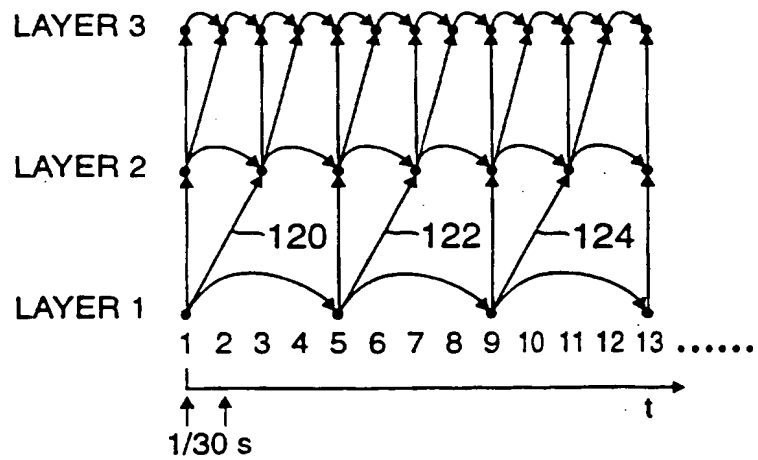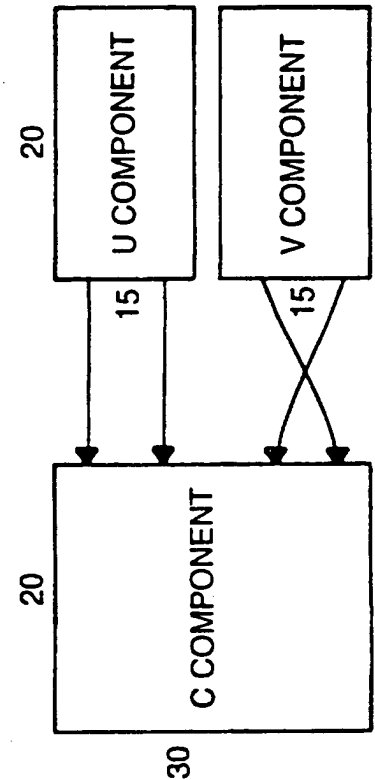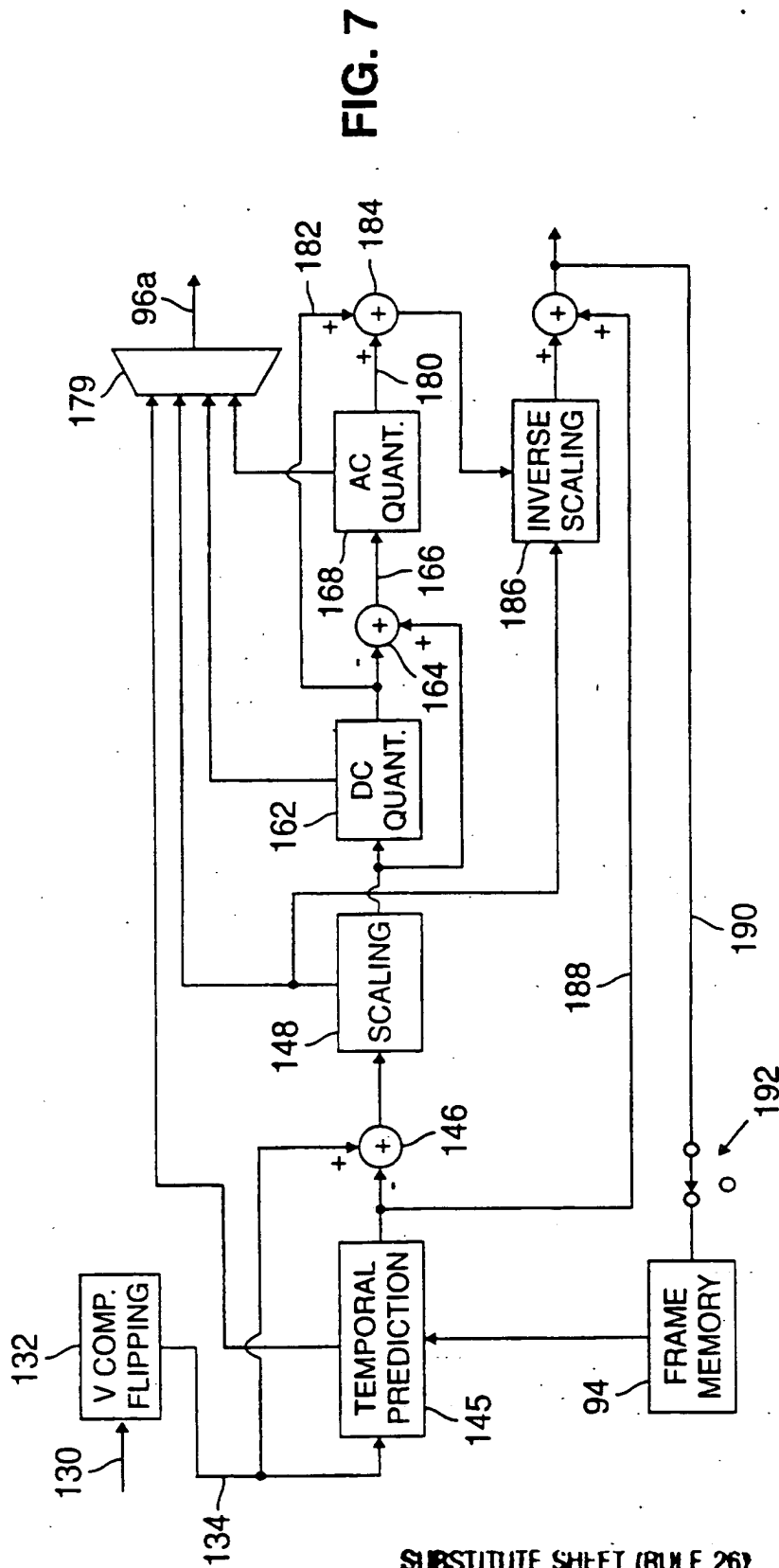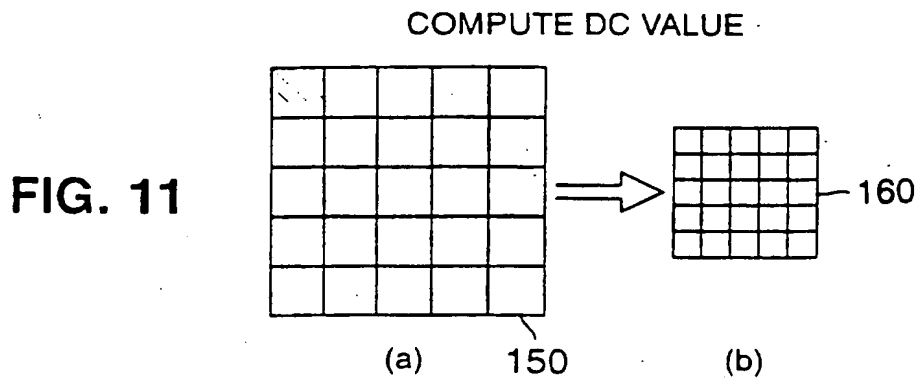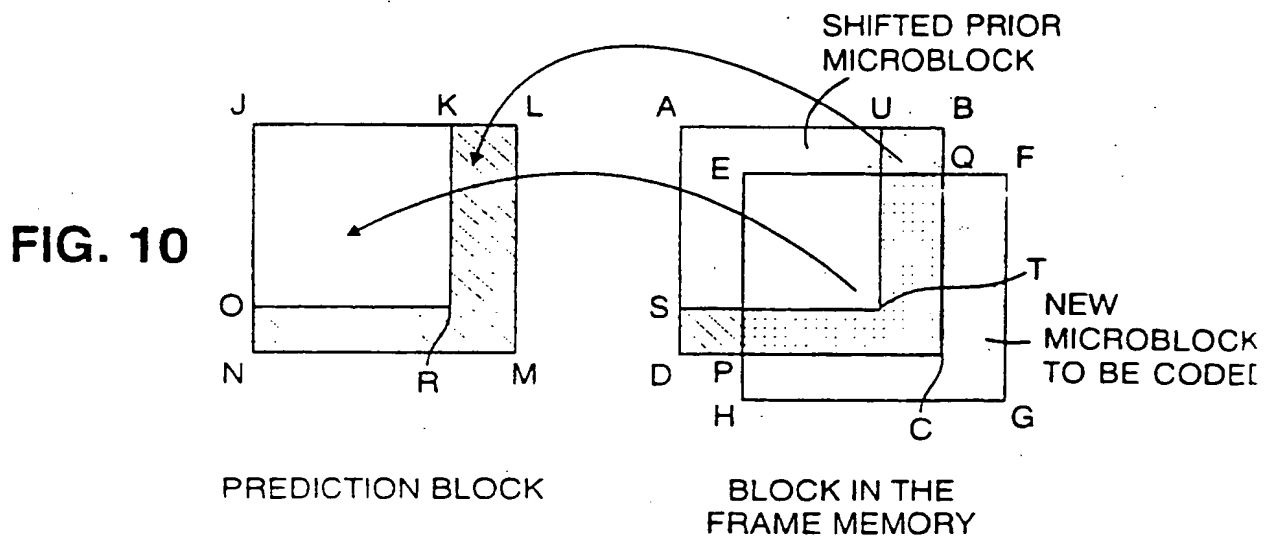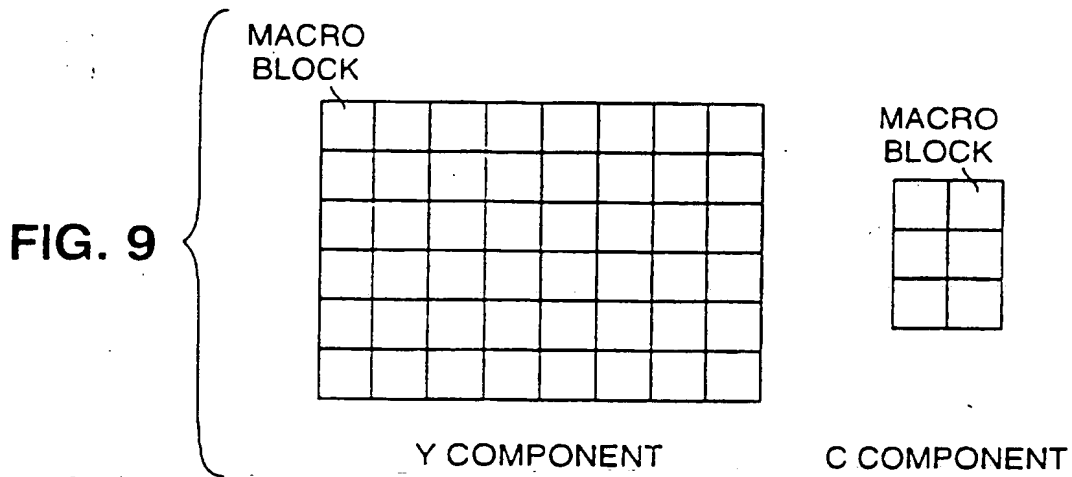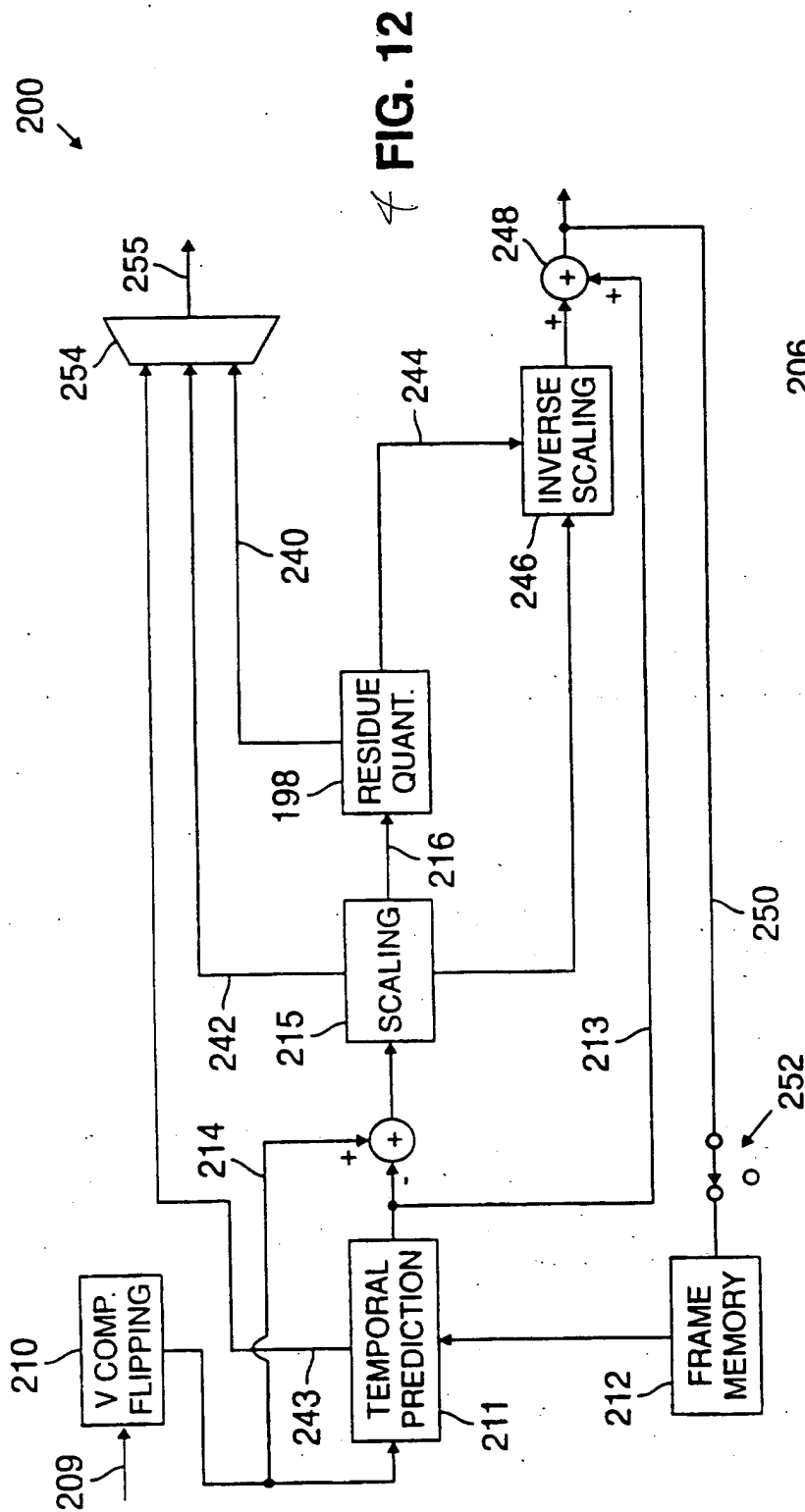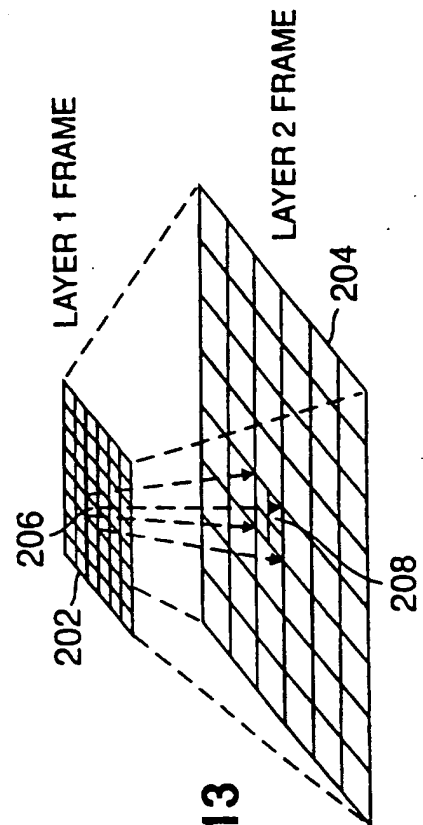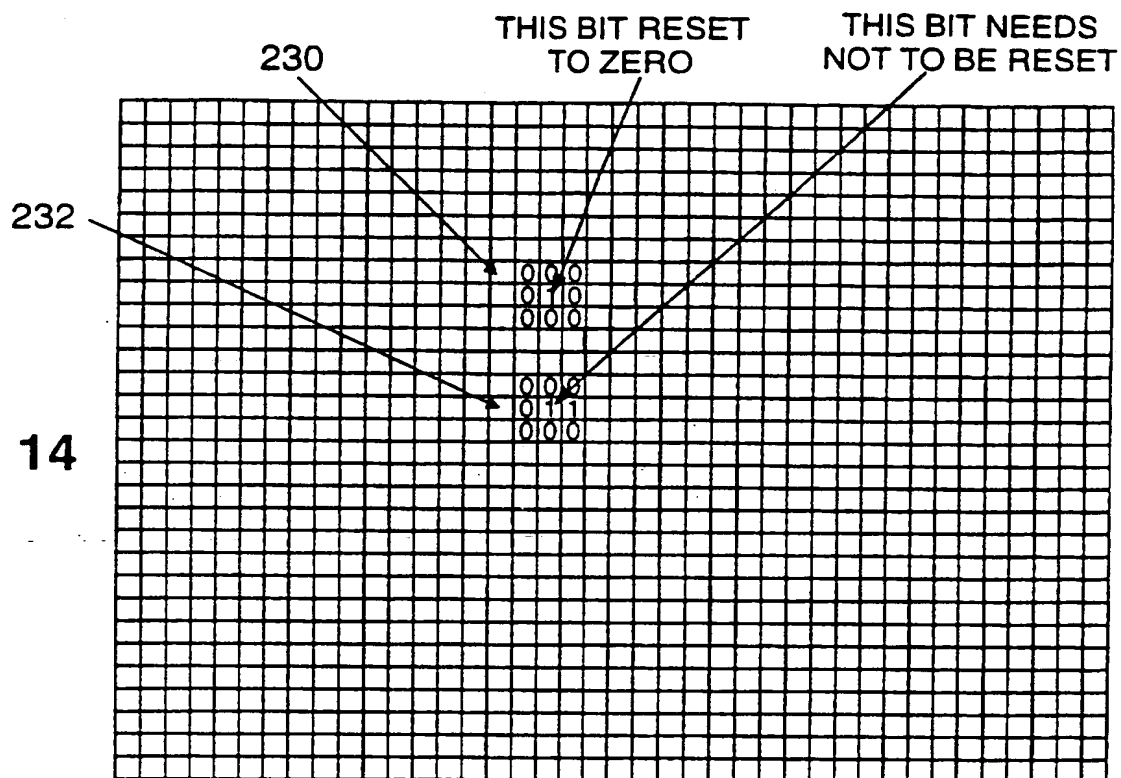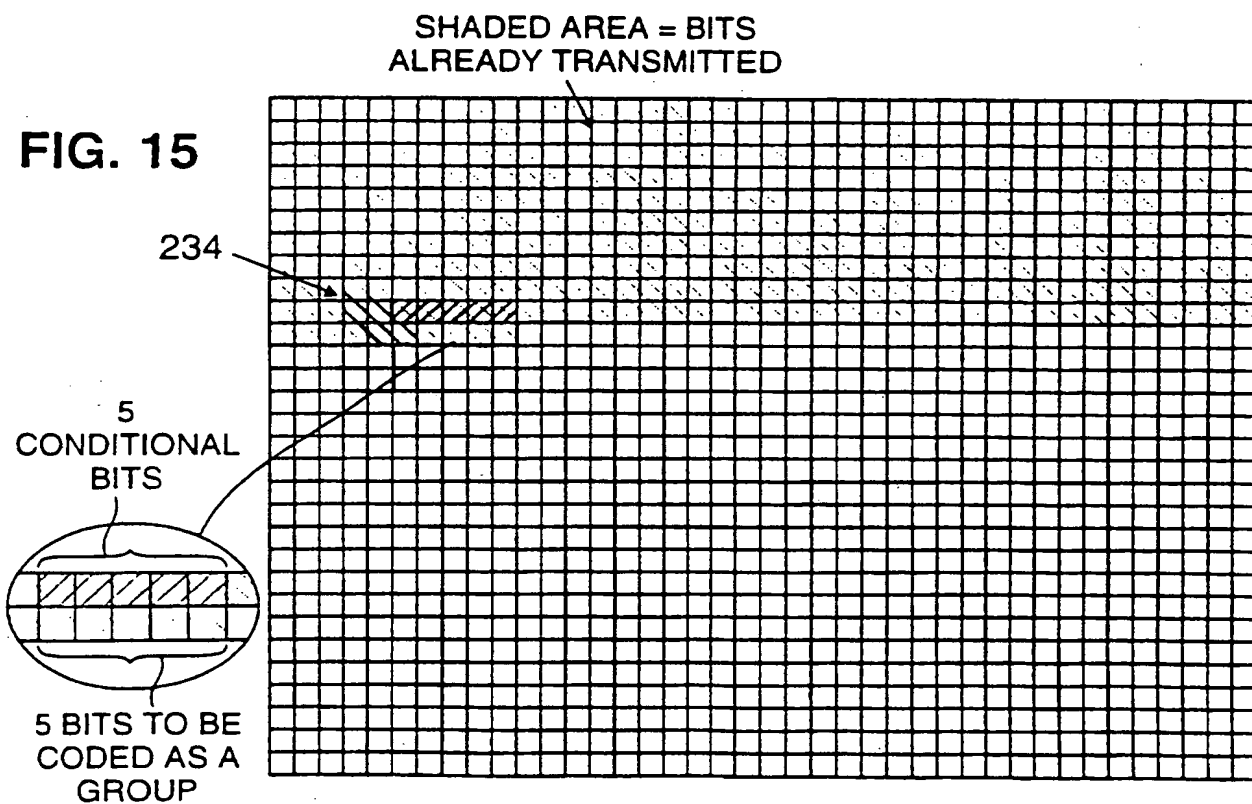
R_r	R_D	n_R	0	1	2	3	4	5	6	7	8	9	10	11
			NUMBER OF BLOCKS REFRESHED ON FRAME...
2	1	54	54	0	54	0	54	0	54	0	54	0	54	0
4	1	54	54	0	0	0	54	0	0	0	54	0	0	0
4	4	14	14	14	14	12	14	14	14	12	14	14	14	12
7	3	18	18	18	18	0	0	0	0	18	18	18	0	0
10	5	11	11	11	11	11	10	0	0	0	0	0	11	11

FIG. 16
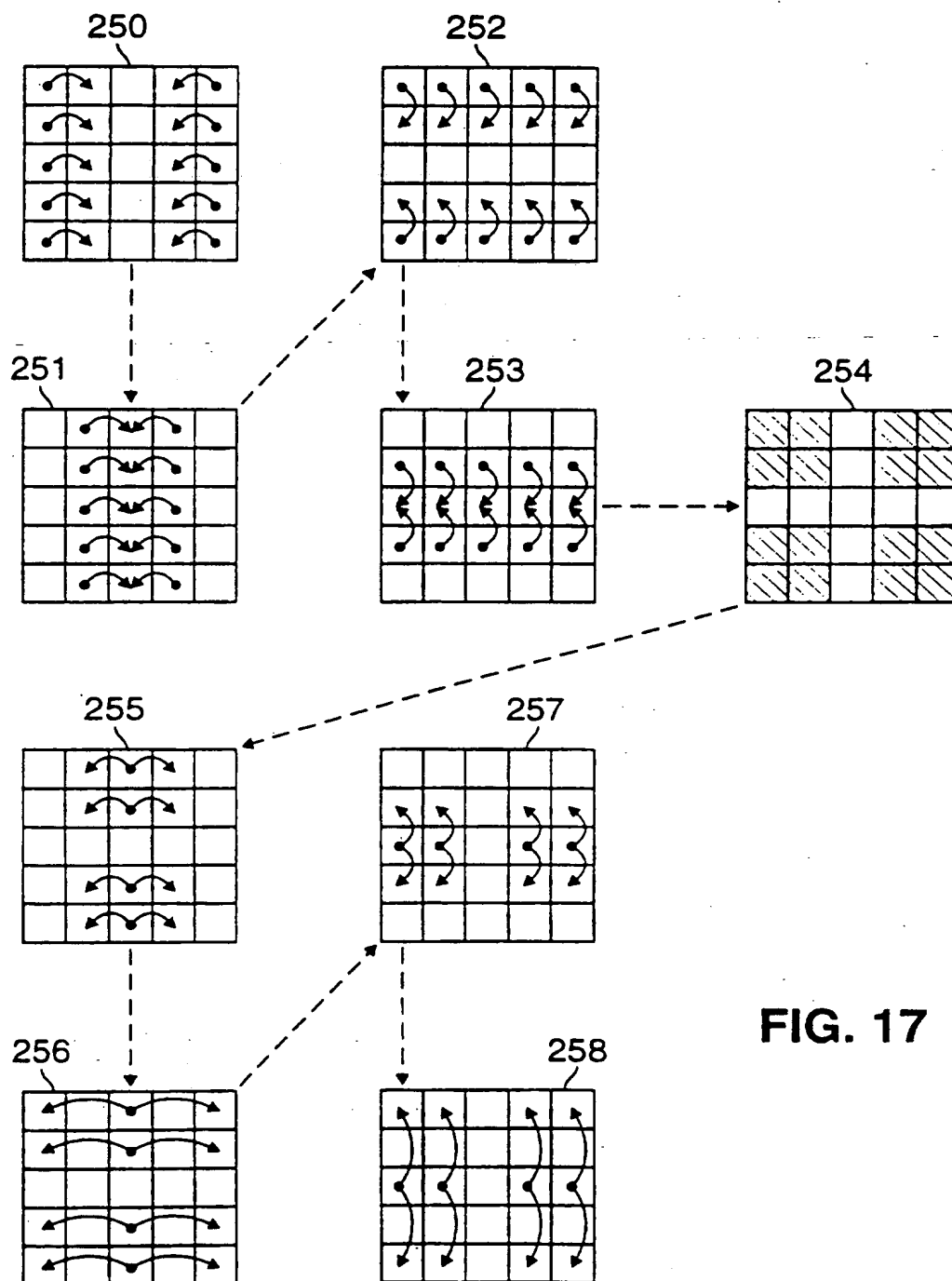
FIG. 17

COLUMN

	1	2	3	4	5
1	1	2	3	4	5
2	6	7	8	9	10
ROW 3	11	12	13	14	15
4	16	17	18	19	20
5	21	22	23	24	25

BLOCK NUMBER	SUM OF ROW(S)	AND COLUMNS
1	1	1
2	1	1,2
3	1	ALL
4	1	4,5
5	1	5
6	1,2	1
7	1,2	1,2
8	1,2	ALL
9	1,2	4,5
10	1,2	5
11	ALL	1
12	ALL	1,2
13	ALL	ALL
14	ALL	4,5
15	ALL	5
16	4,5	1
17	4,5	1,2
18	4,5	ALL
19	4,5	4,5
20	4,5	5
21	5	1
22	5	1,2
23	5	ALL
24	5	4,5
25	5	5

FIG. 18
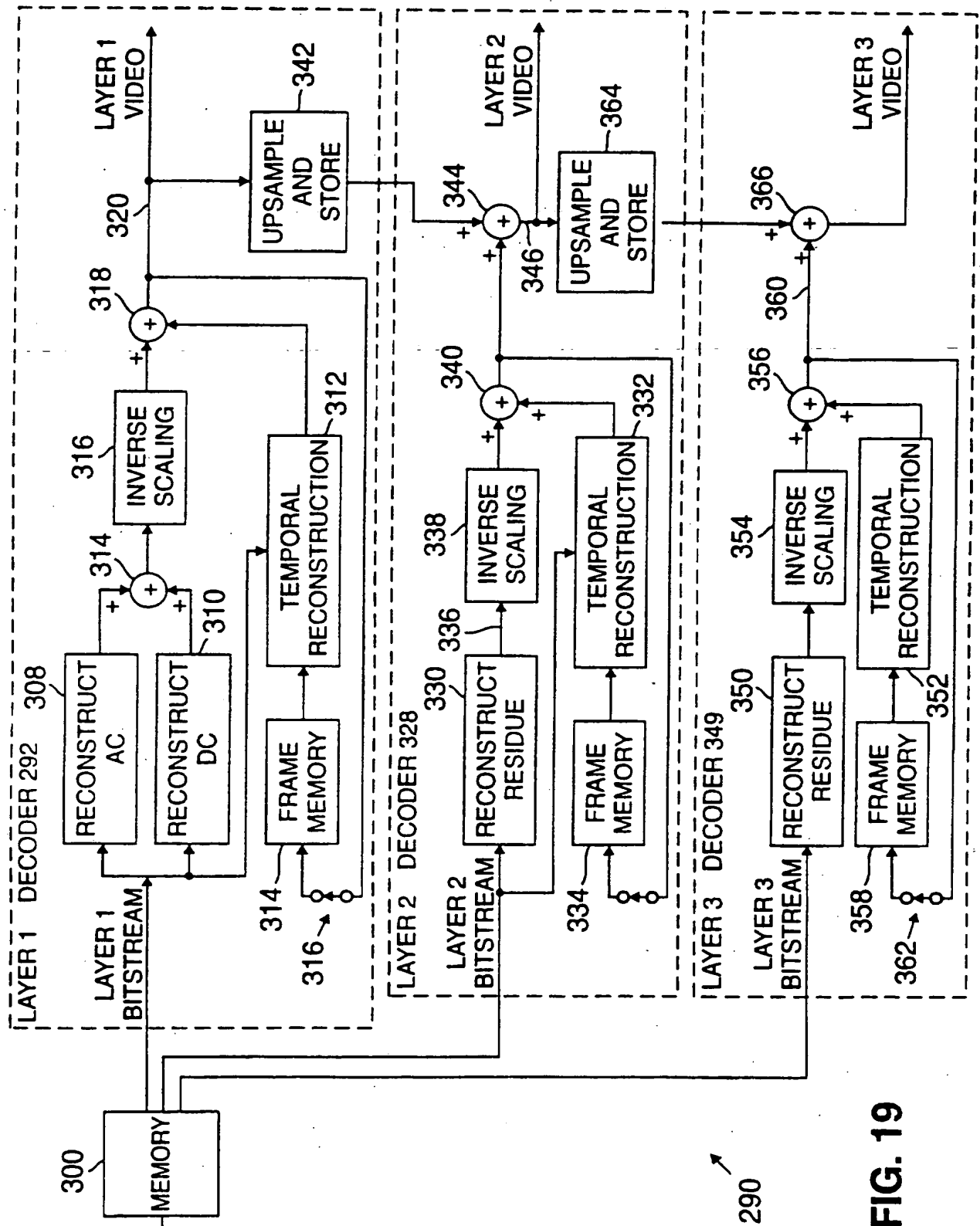
FIG. 19

A. CLASSIFICATION OF SUBJECT MATTER	

IPC(6) : H04N 7/14; H04N 7/12; H04M 3/42; H04Q 11/04
US CL : 348/13-19, 400-425; 379/202; 370/62
According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

U.S. : 348/13-19, 400-425; 379/202; 370/62

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

None

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

Please See Extra Sheet.

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	US, A, 4,888,795 (ANDO ET AL) 19 December 1989, see the whole document.	1-8, 10, 18-22, 24-33, 35, 42-46, 48- 56, 60, 62

Y		-------------57-59, 61, 63-65, 67
-----		----------
A		9, 11-17, 23, 34, 36-41, 47

[X] Further documents are listed in the continuation of Box C.		[ ] See patent family annex.	

*	Special categories of cited documents:	"T"	later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention
"A"	document defining the general state of the art which is not considered to be part of particular relevance		
"E"	earlier document published on or after the international filing date	"X"	document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone
"L"	document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)	"Y"	document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art
"O"	document referring to an oral disclosure, use, exhibition or other means		
"P"	document published prior to the international filing date but later than the priority date claimed	"&"	document member of the same patent family

Date of the actual completion of the international search	Date of mailing of the international search report
24 JANUARY 1996	**05 MAR 1996**

Name and mailing address of the ISA/US	Authorized officer
Commissioner of Patents and Trademarks Box PCT Washington, D.C. 20231	Jasun Chan
Facsimile No. (703) 305-3230	Telephone No. (703) 305-4700

Form PCT/ISA/210 (second sheet)(July 1992)*

INTERNATIONAL ⬤ RCH REPORT

C (Continuation). DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X ----- Y ----- A	US, A, 5,309,232 (HARTUNG ET AL) 03 May 1994, col. 13, lines 5-30 and col. 14, lines 8-39.	1, 3-7, 18-22, 26, 28-32, 42-46, 50-56, 60, 62, 66 ------------2, 8, 10, 24, 25, 27, 33, 35, 48, 49, 57-59, 61, 63-65, 67 ------------9, 11-17, 23, 34, 36-41, 47
Y	US, A, 4,494,144 (BROWN) 15 January 1985, col. 2, lines 36-54.	1-8, 10, 18-22, 24-33, 35, 42-46, 48-67
X,P ----- Y,P	US, A, 5,444,491 (LIM) 22 August 1995, see the whole document.	1-8, 10, 18-22, 24-33, 35, 42-46, 48-55, 59, 65 ------------56-58, 60-64, 66,67
X,P ----- Y,P	US, A, 5,371,535 (TAKIZAWA) 06 December, 1994, see the whole document.	1, 3-7, 18-22, 26, 28-32, 42-46, 50-57, 62, 63 ------------2, 8, 10, 24, 25, 27, 33, 35, 48, 49, 58-61, 64-67

Box I Observations where certain claims were found unsearchable (Continuation of item 1 of first sheet)

This international report has not been established in respect of certain claims under Article 17(2)(a) for the following reasons:

1. ☐ Claims Nos.:
   because they relate to subject matter not required to be searched by this Authority, namely:

2. ☐ Claims Nos.:
   because they relate to parts of the international application that do not comply with the prescribed requirements to such an extent that no meaningful international search can be carried out, specifically:

3. ☐ Claims Nos.:
   because they are dependent claims and are not drafted in accordance with the second and third sentences of Rule 6.4(a).

Box II Observations where unity of invention is lacking (Continuation of item 2 of first sheet)

This International Searching Authority found multiple inventions in this international application, as follows:

   Please See Extra Sheet.

1. ☒ As all required additional search fees were timely paid by the applicant, this international search report covers all searchable claims.

2. ☐ As all searchable claims could be searched without effort justifying an additional fee, this Authority did not invite payment of any additional fee.

3. ☐ As only some of the required additional search fees were timely paid by the applicant, this international search report covers only those claims for which fees were paid, specifically claims Nos.:

4. ☐ No required additional search fees were timely paid by the applicant. Consequently, this international search report is restricted to the invention first mentioned in the claims; it is covered by claims Nos.:

Remark on Protest   ☐   The additional search fees were accompanied by the applicant's protest.

                          ☒   No protest accompanied the payment of additional search fees.

Form PCT/ISA/210 (continuation of first sheet(1))(July 1992)*

B. FIELDS SEARCHED

Electronic data bases consulted (Name of data base and where practicable terms used):

APS search. The following terms were searched: "spatial resolutions", "frame rates", "videoconference", "conference", "encoder", "divider", temporal predictor", "non overlap?", "non motion", "downsampling filter", "down sampling", "upsampling filter", "up sampling", "motion vector?", "AC quantiz?", and "DC quanntiz?".

BOX II. OBSERVATIONS WHERE UNITY OF INVENTION WAS LACKING

This ISA found multiple inventions as follows:

Group I. Claims 1-16, 18-22, 24-46 and 48-47, drawn to a method and apparatus for providng a videoconference between a plurality of terminals.

Group II. Claim 17, drawn to a method for determining sums of array values in a motion compensated video compression system.

Group III. Claims 23 and 47, drawn to an encoder for use in a videoconference terminal.

The inventions are distinct, each from the other because the method recited in Group II and the encoder recited in Group III are not present in Group I, the conferencing system recited in Group I and the encoder recited in Group III are not required in Group II, and the conferencing system recited in Group I and the method recited in Group II are not present in Group III. Thus, each group can operate without the other and independently. Therefore, the inventions differ as to special technical features.

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